# Power Rangers Zeo Jumpchain CYOA

by Sonic0704




Hello Jumper! Why don't we try something different now, for a little chance of pace? What do you say about doing Power Rangers Zeo Jump? I'll give you 1000 CP to spend on your purchases and you can get more from drawbacks, but only if you stay in this world for 10 years.

You start at the beginning of Power Rangers Zeo, just as Machine Empire arrives to Moon under leadership of Royal House of Gadgetry, having chased off Lord Zedd and Rita Repulsa. They plan to add Earth to their Empire and only ones standing against them are Power Rangers, who have just upgraded to new powers with help of Zeo crystal shards. Prime opportunity for you to get involved.

**Budget 1000 CP**

# Origins

**Drop-In (free)** – You appear in this world out of nowhere, without any memories of past and with only basic identification. Maybe this strange symbolical item you're holding might provide some clues as to what happened?

**Power Ranger (-100 CP)** – You got selected by one of Zeo Crystal Shards as acceptable wielder and can with help of Zeonizers now transform into Power Ranger. Pick any colour you want for yourself as long as it isn't already in use by one of other Ranger.

**Machine Empire Soldier (-100 CP)** – A member of the dangerous Machine Empire, you arrived to Moon as part of their army, all prepared to do your part in conquering Earth and assimilating it into Empire.

**Age & Gender** - Drop-In can pick any age from 14 years old upwards. Power Ranger has to be of High School age and can pick anything between 14 and 18 years old. Machine Empire Soldier can pick any age. You keep same gender as in previous Jump or can change it for 50 CP.

**Location** - Drop-In and Power Ranger start in Angel Grove, California. Machine Empire Soldier starts in Machine Empire's city on Moon.

# Perks

**Right Time & Right Place (100 CP, free for Drop-In)** – You get this uncanny talent to turn up at the right place just in right time, to offer help to your allies in whichever capacity you can.

**Convenient Excuse (200 CP, discount for Drop-In)** – You've become master at misdirection, half-truths and excuses, always ready with an explanation about events happening around you. After all, it would be pretty hard to help your friends if people started to get suspicious about you.

**Secret Identity (400 CP, discount for Drop-In)** – As long as you have some way of protecting your identity, like by using mask or ranger suit, all attempts to have it uncovered will fail. As a bonus, to confuse those seeking truth of your identity even more, there will always be hints pointing to several possible candidates for your true identity.

**Let's Go Gigantic (600 CP, discount for Drop-In)** – Rangers might have Zords to battle Machine Empire soldiers that were turned gigantic by Orbus, but you have this special ability to turn yourself gigantic on your own. For additional undiscounted 100 CP you can turn up to 10 allies gigantic as well.

**Guided by Power (100 CP, free for Power Ranger)** – Being Power Ranger isn't all that easy and without some combat experience you're pretty liable to lose. Thankfully your own power guides you by providing you with subconscious suggestions on how to fight and the more you do it, the more it sticks. Works even in unmorphed state.

**Hurry Up! (200 CP, discount for Power Ranger)** – Sometimes you might find yourself in need of morphing quickly, without going through complicated morphing sequence. With purchase of this perk you can morph instantly. Can be toggled on or off as you'd want.

**Big Bang Buster (400 CP, Discount for Power Ranger) -** You can combine your weapons and your allies' weapons into one super weapon you wield together, that has all the abilities of the component weapons channeled into a powerful energy blast.

**Last Chance Attempt (600 CP, discount for Power Ranger)** – As Power Ranger your luck appears quite strange sometimes, like when things are going extremely bad and it looks as if there is no way you could recover from situation with your powers intact you and your teammates always seem to find perfect solution to your problems. Old morphing powers not being right sort to deal with enemies? Well, you do have this new potential power source just lying around, so use that one. Old Zords not powerful enough anymore to defeat your enemies? No worries, Billy has some new ones just by chance lying around and ready to be tested.

**Robotic Body (100 CP, free for Machine Empire Soldier)** – Like all other members of Machine Empire you have robot-like body. Can be quickly repaired with right knowledge and equipment, but you'll also have to watch out for general upkeep to avoid problems later on. You get necessary knowledge on how to do that yourself. It serves as alt-form after that Jump.

**Machine Arena Champion (200, discount for Machine Empire Soldier) -** You survived and triumphed in the Machine Arena, where Prince Gasket made his bravest warriors fight for glory. You feed off the cheering of a crowd, and whenever you fight in an arena or playing to an audience, you become a more deadly combatant.

**Conqueror (400 CP, discount for Machine Empire Soldier)** – Machine Empire is known for having conquered countless worlds and it looks like you've been long enough part of it to have proven to be good conqueror, having eye for tactics that make such conquests easier and faster.

**Royalty (600 CP, discount for Machine Empire Soldier)** – Instead of being mere soldier of Machine Empire you're actually member of their royal family, which means that you start out much more powerful and present much greater challenge to Power Rangers in battles, becoming capable of going against entire team and not losing. Not winning either, but I'm sure you can figure out something.

# Items

**Symbol of Your Origins (100 CP, free for Drop-In)** – You own this item that symbolizes something from your past. It can be half of an arrow, a key, police badge or something completely different. In times of need it can act to temporarily boost your resolve to get through things.

**Job (200 CP, discount for Drop-In)** – Seems like good idea to earn your own money, so you found yourself work as waitress or as Native American preserve guard or teacher. You can make a decent salary and your boss will be surprisingly understanding about you running off without telling him it's to fight monsters.

**Power Staff (400 CP, discount for Drop-In)** – Weapon similar to golden Ranger's Golden Staff that is shaped like staff or similar weapon (spear, lance, etc.). In power comparable to Zeo Blaster and can be used as hand-held weapon or to produce energy blasts. Additionally, by willingly handing this staff to another, you can pass off a portion of your abilities-how much you give is up to you. Whoever you give it to will give the staff back if you ask, or if you need to fight evil in a different galaxy (or dimension).

**Carrier Zord (600 CP, discount for Drop-In)** – Being able to make yourself gigantic sometimes isn't enough, so with this you get your own carrier Zord, comparable to Piramidas. Due to its size can serve as living quarters and due to its shape and technology can also serve as space-ship.

**Zeo Crystal Shard & Zeonizers (100 CP, free for Power Ranger)** – You've got your own Zeo Crystal Shard and Zeonizers with which you can transform into a Power Ranger.

**Zeo Power Weapon (200 CP, discount for Power Ranger)** – Power weapon of your design. Combine it with 4 other Power Weapons to form Zeo Blaster.

**Zeo Jet Cycles (400 CP, discount for Power Ranger)** – Your own Jet Cycle, to use when teleportation doesn't work.

**Zord (600 CP, discount for Power Ranger)** – Your own Zord which can combine with 4 other Zords into a Megazord. For additional undiscounted 100 CP it can have Super ZeoZord form.

**Basic Upkeep Equipment (100 CP, free for Machine Empire) –** Being member of Machine Empire and robot-like means that you need to have access to some basic equipment, in order to be capable of repairing your body or bodies of your allies or various machinery used by empire.

**Signature Item (200 CP, discount for Machine Empire Soldier)** – Power Rangers aren't only ones with Power Weapons. With this you get your own signature weapon, which is comparable in power to one of Zeo Power Weapons.

**Quadrafighter (400 CP, discount for Machine Empire Soldier)** – While normally piloted by Cogs, you've managed to appropriate one of those vehicles for your own use and modify it enough so that you can pilot it yourself.

**Machine Empire City Colony (600 CP, discount for Machine Empire Soldier)** – Looks like you found yourself in control of one of Machine Empire's colony cities. Good luck getting it staffed, but at least you've got all the necessary infrastructure already set up and energy shield to keep atmosphere inside just in case you bring in some non-machines. Since main Machine Empire is already using Moon this one is placed a bit further away on Mars. Post-Jump it follows after you and can be placed in a place of your choice or kept in pocket dimension.

# Companions

**Long Lost Sibling (-100 CP)** – You have an older sibling, but due to circumstances surrounding your birth both of you were given up for adoption and adopted by different families. You just learned of it and decided to go looking for them. If you manage to find your sibling and form a friendly relationship, you can recruit them as your Companion. Comes with Right Time & Right Place, Convenient Excuse, Symbol of Your Origins and Job for free. Requires taking Adopted Drawback.If you want you can import one of your Companions, although they won't remember you or the Jumpchain until you find them.

**Canon Power Ranger (-200 CP, discount for Power Ranger)** – Want to recruit one of the canon Zeo Power Rangers as your Companion? You can do so with this option, although you still have to convince them to join you. If they turn you down, then you can try to recruit another one.

**Foot Soldiers (-200 CP, discount for Machine Empire Soldier)** – You've found yourself in command of 4 Cogs, foot soldiers of Machine Empire. They don't appear to be much, but maybe you could use them as distraction while you battle your enemies? Together all 4 of them take 1 Companion slot.

**Auric (-200 CP, discount for Drop-In)** – While not an actual Auric, you found in your hands item that summons being of comparable power, so you have became its retainer. For additional 100 CP you can give it human-passable form.

**Ranger Team (-200 CP)** – Import or create up to 4 Companions that can function as your team. They automatically get your origin for free, associated freebies and 600 CP to spend on their own purchases. For additional 100 CP you get to import or create 4 additional Companions, for 8 altogether.

# Drawbacks

Limit of 800 CP. Companions can't take Drawbacks other than Sixth Ranger Drawback.

**Sixth Ranger (Special, available only for Drop-In)** – Looks like you've become additional Ranger, joining already established team. Gives you Zeo Crystal Shard & Zeonizers for free along with two discounts on Power Ranger perks or items, but in turn it makes you Machine Empire's priority target, to a point that they will start sending actual assassins after you and that their soldiers will try injuring or killing you even if it means exposing their weaknesses to your allies. Expect lots of monsters trying really hard to kill you through various means and you won't always have luxury of other Power Rangers helping you.

**Adopted (+100 CP, mandatory with Long Lost Sibling)** – At your birth you were given up for adoption, something that you've just recently found. Now you've decided to find out more about your birth family. Won't be that easy to start since you don't have many clues and there is no guarantee you will succeed, but it will keep nagging at you until you try and exhaust all options.

**Christmas Hallucination (+100 CP)** – Maybe it was too much eggnog or just a random dream, but when you fell asleep during Christmas Eve you had this strange dream about future, in which you were married to one of your fellow Rangers and had a child, which is in his late teens and had become your replacement among the Power Rangers. Doesn't matter because it was all dream, right? Unfortunately there are all these little hints pointing to this dream being prophetic, so now you have to worry about bad elements from it becoming true as well.

**Blindness (+100 CP)** – You've either been born blind or lost your sight in accident. While you've learned to live with this disadvantage, getting caught off guard by random monster attacks can give you some trouble. Hopefully you don't get too hurt due to collateral damage.

**Annoying Tag-Along (+100 CP)** – Somehow two annoying bumbling idiots have decided that you are now their mentor and try to follow you wherever you go, accidentally getting trouble. You can't seem to shake them off and it seems like you're spending just as much time getting them out of trouble as avoiding them.

**Amnesia (+100 CP/+200 CP)** - Looks like something went wrong with your insertion into this Jump, causing you to lose all of your memories and with them access to your various powers, perks and items from previous Jumps, except for passive ones. Luckily for you this is only temporary. In the meantime, to keep you safe, you'll serve as butler to Bulk and Skull alongside similarly amnesiac Goldar and Rito Revolto. For +100 CP this will only be for few weeks before you regain your memories. For +200 CP this will last for entire year.

**One-Into-Three (+200 CP)** – Somehow you've been infected with Triforian illness that causes Triforians to split into three bodies representing their three major personalities. While it should be impossible for this illness to affect you it somehow mutated. It will take few months for you to get healed and during that time you aren't capable of morphing into Power Ranger. Maybe you should look for some temporary replacement?

**Accelerated Aging (+200 CP)** – Seems like all that time-reversing and then undoing it wasn't as easy on your body as it appeared. Your internal biology had trouble adjusting to it and so you started undergoing accelerated aging. Luckily Aquitarians have some healing springs that could help you with that, but you need to hurry if you want to get to their planet soon enough. After all, you could age so far as to die.

**Quest for Zeo Crystal Shard (+300 CP)** – You start this Jump several weeks early, while time is reversed due to actions of Master Vile. Just like Power Rangers you happen to be among those few exceptions that can remember all events leading up to that, so you've been recruited by Zordon to go and find one of Zeo Crystal Shards. Good luck with that because until time reversal isn't undone you don't have access to any of your Jumpchain upgrades. But if Power Rangers managed to gather crystal shards without them then surely you could as well?

**Competent Enemies (+300 CP)** - Hmmm, looks like this time your enemies aren't joking around and are actually trying to do things the right way. Expect to have your work cut out for you because somehow they have become competent and started employing real tactics

**Rival Villains (+300 CP)** – Looks like Lord Zedd and Rita Repulsa have decided to not give up on their plans to conquer Earth yet. Looks like good things – two groups of enemies ready to distract each other and giving you free reign for your plans. Unfortunately it's not that easy since they are more than prepared to give up on their rivalry to first deal with you and your allies.

# End Choices

Stay

Continue Jumping

or

Go Home

# Notes

- Special thanks to CoreBrute for suggestions and editing.
- Power Rangers Wikia is good source of information, so if something doesn't make sense check it out.
- Show never explicitly explains just what sort of upgrade Power Rangers receive as civilians and furthermore when they Morph. Some sort of accelerated healing is obvious considering how they never seem to have any bruises or cuts. Some basic knowledge of use of their weapons, armed and non-armed combat, piloting zords and some limited form of protection against injuries seem to be implied.
- Purchase of Robotic Body by Drop-In or Power Ranger does same thing, gives you robotic body, but not necessarily one made from tech of Machine Empire, can be from any other alien society that appears in Power Rangers.
- Purchase of Royalty by Drop-In or Power Ranger boosts your background, you can now belong to alien royal family, be child of Angel Grove's major or something similar. Furthermore it boosts your physical abilities so that you on your own can go against entire team of Power Rangers. You won't win, but you also won't lose. Additionally you'll find it easier to take leadership position for people around you, although that won't work with Power Rangers team.

