

Showa Era Super Sentai Part 1

~Super Hero Getter~

*The five of them are **Gorenger**. The Card Themed Cyborgs, **J.A.K.Q.**. The global dance of **Battle Fever**. Hailing from the planet Denzi are **Denziman**. One plus two plus **Sun Vulcan**. Exercising with **Goggle V**. The explosive, exploding, **Dynaman**. The Bio-Particles of **Bio Man**.*

When world peace is threatened by crime syndicates, secret societies, ancient scientists, evolved lizard people, and alien invaders heroes must gather to defend the earth.

United Nations peacekeeping force EAGLE (Earth Guardian League) served to combat the Black Cross Army, and in the wake of the Japanese branch's destruction created the Secret Squadron Gorengers. Made of survivors of the Japanese branch they swore vengeance against the Black Crusaders and their leader Black Cross Fuhrer.

Members of Interpol unit ISSIS (international Science Special Investigation Squadron), founded to root out the global criminal empire Criminal Organisation Crime (or CRIME for short), undergo cybernetic surgery to become the J.A.K.Q Blitzkrieg Squad. J.A.K.Q. of course standing for Jack, Ace, King, Queen.

National Defense Agency General Kurama recalls four agents that have been dispatched overseas, with the addition of FBI investigator Diane Martin to become the Battle Fever Team in order to beattle Egos, a powerful secret society dedicated to world domination.

Modern descendants of aliens from Denzi Land are gathered by a robotic dog in order to defend earth against the Vader Clan, who devastated Denzi Land 3000 years ago. These human descendants become the Electronic Squadron Denziman, utilising ancient Denzi technology.

Remnants of the Vader Clan and strange mechahumans of the Machine Empire Black Magma worship a being known as The Omnipotent God in the arctic. In a bid to conquer the world they use their technology to induce natural disasters, causing the EPDS (Earth Peace Defense Squad) to recruit three ace soldiers to become Solar Squadron Sun Vulcan.

Since ancient times the Dark Science Empire Deathdark has manipulated human scientific development in order to bring humanity to their destruction. A scientist known as Dr.Hongou recruits ace athletes from across Japan to become the Earth Task Force Goggle V in order to defeat Deathdark.

Born from an ancient meteor that crash landed on earth, evolved lizard people known as the tailed-people clan form the Jashinka Empire and rise from the depths of the earth to conquer the world. To stop them, Dr. Yumeno assembles five inventors to his laboratory, Yumeno Invention Laboratory and gives them the power to become Dynamen. Each member has their own goal, but as the Scientific Squadron Dynaman, they are united to stop the Jashinka Empire in their tracks.

Many centuries ago, the android Peebo and the Bio Robo came to Earth from the fallen Bio Star. The Bio Robo showered five people with Bio Particles, which would be passed on to later generations. In the present day, Doctor Man and his New Empire Gear threaten the world. Peebo must find the descendants of the original Bio Particle-showered five to form the Super Electronic Squadron Bioman.

You arrive in Japan on april 5th, 1975 the day the Gorengers are formed.

Backgrounds

Age and Gender selection are free. If you wish you can gain a new human body here, which will become an alt-form post jump.

Drop-in

You come in as you were, seemingly out of nowhere, with no new memories or connections in this world. You can arrive at any location in Japan.

Scientist

You are a man of science, mind filled with ideas. You could be a researcher affiliated with one of the organisations that the Super Sentai belong to, or an independent. You can belong to a lab with a variety of colleagues or go solo. If you want you can also have a history

as a cowboy or ninja, in which case you will likely have a past with Kousaku Nangou (Dyna Yellow) or Ryuu Hoshikawa (Dyna Black) respectively. You arrive at either the lab you work at if you are a member of an organisation or some form of personal research lab of your own.

Earth Defender

You are a member of a military or police organisation, with past experiences to match. You can belong to any organisation that a Super Sentai team is involved with or a different one entirely. Regardless you are well respected in your organisation and may be offered a chance to join a sentai team. You arrive at the barracks or base of the organisation you belong to.

Villain

Well now, it would appear you are a force for evil in this world. You are a villain and as such can be a member any pre-existing villain organization or be a rogue agent. You arrive at the base of your chosen organisation, or just somewhere in the wilderness.

Perks

100cp perks are free for respective backgrounds, the rest are discounted 50%.

Drop-in

-Caring Hero (100cp)

Like Denzi-Red you are known for your caring demeanor. You are exceptionally empathetic, capable of understanding the emotions of others easily. What words to say in order to comfort and encourage others come easy to you.

-Yellow is for Girls (100cp)

Yellow rangers were traditionally men up until the time of Bioman. For some reason people do not seem to remark or even notice if you are a member of a profession traditionally associated with a gender other than your own. As such you will never be unfairly judged in your chosen career due to your sex.

-Mid Series Addition(200cp)

Well you certainly came out of nowhere didn't you? Despite that you have a strange knack at integrating into pre-existing teams or organisations. You easily fit into new groups or cliques, quickly adapting to the interpersonal dynamics present.

-Multi-Pilot (200cp)

These old school mecha piloted by the early super sentai required a group cooperating to pilot them. Sure you probably have some friends to help, but what if you want to do it by yourself? You know have exceptional piloting skill, including enhanced reflexes solely controlling machines. As well you know how to jury rig multi-user controls to only require a single, highly skilled pilot.

-President of the Athletic Club (400cp)

You are gifted at passing on your skills to others. You are an expert at teaching any skills you possess to others.Those under your tutelage progress at a greater speed than they otherwise would. Children especially benefit from your lessons.

-Bio-Skill (400cp)

As a result of Bio-Particles beginning to awaken in your system you now possess skill and potential in a single mundane ability such as driving, archery, martial arts, diving/swimming, or even a musical instrument to such as degree as to appear nearly supernatural. You will quickly overcome any ordinary master of your art, and continue to grow at a steady pace. This will eventually hit a softcap where your growth slows, but at that point you are likely unmatched.

-Denzi Descendant (600cp)

You are a descendant of the people of planet Denzi. Your blood is diluted so you are basically a human, except for two important distinctions. Firstly you are an esper, able to perform feats of psychic power including telepathy, telekinesis, and precognition. Secondly you now possess a Denzi Ring. Contained within this ring is a fitted combat suit made of “Denziron” and and empowered by a “Denzi Stone” contained in the helmet. This grants the wearer enhanced speed, strength, durability, and leaping. Wearers have been recorded covering 100 meters in 3 seconds. They helmet also possesses a denzi scope allowing a user to see disguised monsters as they are as well as invisible or otherwise hidden enemies and objects. This also grants you a Denzi stick, a kind of folding sword that can be thrown, and a pair of Denzi punch, electrically charged metal gloves that increase one’s punching power.

-Bio-particle Infusement (600cp)

You are a descendant of an individual showered with the Bio-Particles of the destroyed Bio-Star. The particles within you have awakened, granting you special powers. First among these is the ability to communicate with animals. Secondly this allows you to utilize the full potential of a Bio-Suit. Bio-Suits, made from bio-fibers, use the action of the bio-particles in your body to enable super powered feats. These feats include striking with the power of 2000 kg and running at 120 k/h. While wearing your Bio-Suit you have access to a special radar sense, the ability to generate a hardlight barrier, and may channel an element through a specialised weapon such as a bio-sword. You can choose from fire, electricity, wind, or light for your element. You can use the super electronic brain contained within the helmet to combine your powers with other Bio-suit wearers to perform special finishing attacks. Purchasing this perk grants you Techno Brace, which is used to transform into your bio-suit, and grants you a bio-sword.

Scientist

-Normal Science (100cp)

As it stands you are just an ordinary scientist. You are knowledgeable and experienced in a single scientific field. You easily stand on the forefront of your chosen discipline.

-Cowboys and Ninjas (100cp)

Like certain scientists belonging to the Dynaman team, you have what we will call a "colorful" past. This of course has no bearing on your skill as a scientist. As such no matter how hammy or weird you seem, as long as you don't do anything blatantly evil or harmful, people will overlook your personal oddities. Also you are better at putting on a hammy/cheesy performance and make it entertaining.

-The Technological Dream (200cp)

Scientists often pursue lofty goals, seeking to make breakthroughs others may deem impossible. But in pursuit of your dreams you are invigorated. When working towards a specific defined idea or invention you find that your intellect is greatly improved in areas that will directly lead you to your goal.

-The Life Sciences (200cp)

The domain of some villains in this world, and the goal of one particular scientist cowboy, you are an expert geneticist especially as it relates to the creation of new organisms. Whether it's vat producing monsters or growing new breeds of medicinal plant you are among this world's greatest minds.

-Power Suit Designer (400cp)

You are knowledgeable in the engineering and sciences behind powersuits such as the ones used by the Gorengers, Battle Fever J, Sun Vulcan, and Goggle Five. Functioning much like the power armors you are likely used to, these have a few noticeable differences. These suits are typically form fitting and capable of being held in a condensed state, usually within some form of bracer. Other than that, they have the typical advantages of enhancing one's strength, speed, and durability and may possess enhanced sensors or other goodies.

-Cyberneticist (400cp)

Perhaps Joker taught you or maybe you figured it out yourself, either way you have the technical know-how to enhance individuals with cybernetics. This also comes with the knowledge of how to infuse someone with "elemental" energy, granting them extra powers. You can theoretically infuse individuals with the greater elements such as gravity, but for now it will be much easier to infuse them with lesser elements such as fire or wind. Accessing cybernetic powers such as these require someone to transform into their cybernetic form, like the members of JAKQ. For now this process will requires strengthening capsules, full body pods that recharge a cyborgs elemental energy. With some work you may be able to grant people the ability to transform without the capsule, like Big One.

-Mecha Maker (600cp)

You are an engineer capable of creating technological marvels such as the giant mecha Battle Fever Robo or lesser mecha such as the Cosmo Vulcan or Dyna Garry that possess the ability to combine in order to form more powerful mecha. Giant mecha or the combined forms of

lesser mecha often require multiple pilots in order to control properly, although I bet you could figure out a way to get around this limitation. This also includes the carrier vehicles for mecha.

-Retro Genetics (600cp)

You have made an amazing scientific breakthrough: you have discovered and learned to manipulate the Retro Gene. The Retro Gene is a genetic means to evolve past one's normal capacity. Basic modification on humans appear to merely cause strange body-part transformations, it can allow lifeforms restricted by their form to evolve in order to become stronger, such as how the tailed-people clan could use it to grow more tails. Be warned that overuse of one's Retro Gene can backfire causing uncontrolled cellular growth, which often leads to death.

You have also developed a means to use the Retre gene in order to enhance yourself temporarily and safely in the form of a Dynasuit. Summoned via a dyna brace, which you are given with this perk, the Dynasuit provides protection similar to other battleuits as well as improved physical attributes. The true power of the Dynasuit is that by utilising the Retro Gene you can temporarily improve the muscle mass of a body part greatly for a short period of time.

Earth Defender

-Petty Jumper First Class (100cp)

You have been trained by UN peacekeeping forces. You have training and familiarity with military protocol and equipment, and are a skilled combatant.

-Investigative Procedures (100cp)

You have been trained by Interpol as a special investigator. You are knowledgeable in international law and police procedure. You are a skilled investigator and are able to put clues together with ease.

-Let's Exercise (200cp)

You are knowledgeable and skilled in a variety of sports and other athletic feats. Aerobics, mountain climbing, gymnastics, baseball, football/rugby, ice hockey, baseball, soccer, and for some reason shogi are all in your repertoire. You are specialised in a single particular "sport" and generally capable in many others. You are exceptional at adapting your specialised sport to combat situations.

-Swordmaster (200cp)

You are an amazingingly skilled swordsman. Trained in either fencing, kendo, or broadsword you are an exceptional warrior, capable of keeping up with literal monsters in combat.

-Eagle Agent (400cp)

You have training from some kind of espionage organisation, such as MI6 or the CIA. You are skilled at lying, infiltration, placing bugs, disguises, and other spy type skills.

-Captain National (400cp)

You are a representative of your home nation in the most exceptional way. Nearly at peak human conditioning you are even more powerful in a single trait or skill considered representative of your nation. You can select any nation that existed as of 1975 to be a representative of. The canon team is Japan, the USSR, Kenya, the USA, and France. This does not preclude you from choosing one of them. You are also amazing at performing a dance associated with your home nation.

-True Commander (600cp)

You are a veteran member of some military, likely an organisation such as the Earth Peace Defense Squad. You are skilled in leadership and tactics, and serve as an inspiration to the men who serve along side you. With you at the helm, morale will never run low except in the absolute worst of conditions. Soldiers under your command are more effective and never misunderstand your orders. As well any organisation or team you lead has a form of minor plot armour, ensuring that no matter how hard the villains try there will always be some survivors.

-Joker Surgery (600cp)

You have been modified by Joker's cybernetic surgery upgrading your body with a variety of bionic augments and infusing you with some form of energy. The energies in question range from atomic energy, magnetic energy, electrical energy, and gravitational energy. You can select one of the above or choose a similar form of energy. Your chosen energy allows you to perform amazing feats. Spade Ace, who possessed atomic energy had super speed, x-ray vision, enhanced strength, and ultrasonic hearing. Dia Blue, who possessed electricity could channel it through his sword in order to increase its cutting power and fire bolts of electricity from it. He could also fire a laser through his finger. Heart Queen, who possessed magnetism could manipulate metal objects and even stop bullets midair. She could also use magnetic pulses as a form of radar. Clover King, who possessed gravity allowed him to alter his own weight and the weight of his enemies in order to strike them harder or throw them further.

For an additional undiscounted 400cp you can choose to be like Big One, granting you all four canon energies, allowing you to perform amazing feats including flight, super strength, and super speed.

Either way, much like Big One you do not require a strengthening capsule to transform into your JAKQ suit, which is required to utilize your JAKQ powers. All you have to do is spin around.

Villain

-Neo Kaijin (100cp)

Your inner evil is represented on your exterior as well. You possess a strange, inhuman form which grants you a moderate increase to your physical attributes. You also possess the ability to travel unnoticed among humans with only a token attempt to hide your monstrous form. This becomes an alt-form post jump.

-CRIME (100cp)

You are skilled in planning and executing all forms of criminal enterprise, able to launch spectacular and elaborate schemes to loot, kill, plunder, and attain greater power. This comes with knowledge of most forms of blue and white collar crimes and how to oversee a group of criminals.

-Eradication (200cp)

Those pesky heroes, always somehow surviving your attempts to wipe them off the face of the earth. Not anymore, now when you attempt to destroy an organisation or team there won't be any "miraculous" survivors. Somehow you and your minions are just more thorough than your contemporaries.

-Trust Me (200cp)

You seem naturally trustworthy to others, even in your inhuman form. More than that you can maintain a separate identity from your primary one with ease, even if it's among the enemies of your primary identity.

-Bio Hunter (400cp)

You have been enhanced by the Anti-Bio Union with mechanical components and anti-bio particles. You can sense and track bio-particles and can charge compatible weapons with anti-bio particles in order to disable and ultimately kill beings with bio-particles. You can have one form of weapon implanted into your body that can naturally channel anti-bio particles, such as the spears of Bio-Hunter Silva. In future jumps you can select one type of lifeform or power source for your anti-bio particle abilities to be effective against, much like how Silva was modified to track "rider particles" in order to track and destroy Kamen Riders.

-Dark Science (400cp)

You know a thing or two about the science of destruction. You understand how to construct machines that induce pollution and cause natural disasters. These machines are energy intensive and generally are fuelled by geothermal energy, another subject you are knowledgeable in. The disasters you cause can be directed rather precisely all things considered, but without a substantial amount of energy will not be very effective.

-Jumper Mask (600cp)

You have received major upgrade. Your attributes have been increased greatly and are heavily resistant to standard weaponry and firearms. You also now possess special abilities similar in power and scope to a general of one of the existing evil armies. This grants a form of teleportation that allows you to return to your base when threatened, super jumping, and some form of elemental attack such as projecting beams of fire from your eyes. You also possess an expansion program, allowing you to assume a giant form when wounded. This form only lasts for a short while before you return to your regular size. Optionally comes with a masked themed after your powers.

-Tailed-Jumper Clan (600cp)

You are the great leader of a brand new force for evil in this world. You are exceptional at commanding the forces of evil and getting such individuals to work together. As it stands your organisation only has the infrastructure and numbers to be a threat to a single nation, say the size of japan. You can design a generic footsoldier of your own, similar in power to zolders, crimer, cutmen or any of the other low level minions present in this world. You will always have a personal retinue of at least 100 of these minions, and they will replenish any lost members weakly. They do not count as companions, and you know how to convert ordinary people into these minions. Your organisation will follow you from jump to jump if you so wish.

Items

100cp Items are free for their respective backgrounds, the rest are discounted 50%

-*Pirate Engineering* (100cp)

There is certainly a lot of transformations around here, and while the red Pirates won't show up for a rather long time I'll lend you a bit of their technology. Each purchase of this allows you to combine two transformation objects, such as the Denzi Ring or Dyna Brace, into a single transformation object with the qualities of both. You could also combine one acquired here with one from elsewhere.

Note that this includes transformations such as a JAKQ Suit or Gorenger battle suit that do not technically have objects used to transform into them.

Drop-in

-Dojo (100cp)

A simple, old fashioned dojo for practising and teaching martial arts. It has some training equipment, but mostly of the old fashioned variety. It will attract a few potential disciples for you to train, more if you do well enough. This can follow you from jump to jump or become a warehouse attachment.

-Rainbow Stone (200cp)

A rare variant of a Denzi Stone, the rainbow stone serves as a focus for esper powers. Using this in conjunction with any psychic powers will improve the effects of such powers, including making precognitive powers more clear. This stone also allows you to add your psychic energy to a combination attack using other Denzi stones even if you are not a Denziman.

-Bio Particle Container (400cp)

A container of particles from the bio-star. This container is filled with enough particles to turn five people into biomen and construct five bio-suits. Instructions on how to do so is included as are the blueprints for Bio Swords, and the container will slowly refill over time.

-Denzi Computer (600cp)

A powerful supercomputer from the planet Denzi, installed directly in your warehouse (or another property if you wish). Contained within are the secrets of the Denzi people's history and technology, including how to awaken esper powers and the creation of Denzi stones.

Scientist

-Props (100cp)

Considering the the Dynamen's resident botanist and biologist were a cowboy and ninja respectively, I won't judge you if you wanted some nice props to help you blend in. You have the clothing and trappings associated with a single profession, anything from a simple carpenter or diver to the outlandish such as an adventurer or the aforementioned cowboy and ninja.

-Invention Center (200cp)

You have come into the ownership of your very own Invention Center. Resembling a cross between a research laboratory and school, great scientists and skilled youngsters come from all over to work and study at your invention center. It comes with the equipment needed to work with most forms of science, especially the science behind the battlesuits, weapons, and other equipment utilised by the super sentai teams. This can follow you from jump to jump, where it will continue to attract great minds, or become a warehouse attachment.

-Magne Meteors (400cp)

A stash of strange, highly magnetic meteors. The material these meteors are made from is incredibly durable and hold the secret to the technology behind Magne Warrior and the Magne Megas. These meteors will grow back over time so as long as you don't exhaust your supply you will have all the material you need for researching or constructing magne technology.

-Schematics (600cp)

A big ol' filing cabinet, filled with tons and tons of papers. These are the schematics and research associated with the Gorengers, JAKQ, Battle Fever J, Goggle V, and Dynamen. Their battlesuits, weapons, mecha, vehicles, and other equipment all present.

Earth Defender

-Credentials (100cp)

Since most of the heroes here have some form of proper legal enforcement position such as being a member of a UN peacekeeping force or Interpol, you can be too. With this you are a full fledged member of any police or military organisation that existed in 1975 or one of the unique ones such as EAGLE or the EDPS. Such credentials will still be valid in future jumps where such an organisation, or even a similar enough one, exists.

-Personal Weapon (200cp)

You have a personalised weapon of the kind used by Super Sentai members. This can take the form of any mundane weapon but looks almost like a colorful children's toy. It's more powerful than an ordinary weapon of it's kind, at least as powerful as a high caliber revolver.

Personal Weapon Special Options (undiscounted unless noted otherwise)

-Empowerment (100cp)

A Variety of weapons here are further empowered by a special property possessed by the wielder. Whether that's a Denzi Stone, Bio Particles, Gem Power or something else your personalised weapon can now channel this energy to become more powerful and gain traits associated with the given energy. You could even channel energy you possess from elsewhere to empower you weapon similarly.

-Elemental Weapon (100cp)

Your personalised weapon now possesses an elemental property, this allows it to engulf itself in elemental energy as well as fire a special elemental attack. It can be chosen from among any base element, such as fire or ice. If you possess the Joker Surgery perk your weapon can have your cyborg element for free.

-Neo Metal (100cp)

Your personalised weapon has been reinforced with Neo Metal, increasing its power allowing them to pierce the hide of even the most durable of monsters here.

-Paired Weapons (100cp)

Your personalised weapon is in fact a pair of identical weapons meant to be dual wielded. If purchased with "By Our Powers Combined" they can combine with each other to create a stronger weapon on their own, however it is nowhere near as powerful as a full set that has been combined.

-Changer (100cp)

Your weapon has a secondary mode, allowing it to switch from one weapon type to another.

-By Our Powers Combined (200cp)

Your Special weapon has modular components that allow it to be combined with other weapons (such as those that come with the Team Loadout option) in order to become a larger, more powerful special weapon that is used for finishing moves.

-Old Friend, New Look (100cp each)

By purchasing this you can choose any weapon in your possession to acquire the traits of personalised weapon and any special options purchased. Weapons provided by perks in this jump can be imported for free. Does not apply to all weapons in a Team Loadout.

-Mass Produced Weapon (100cp)

Or maybe you want something that already exists, like the ball used for Gorenger Hurricane. With this you gain a single pre-existing weapon from this setting. With Team Loadout you can acquire the signature weapons of an entire team instead of just one.

-Team Loadout (200cp)

Sentai don't tend to work alone, as such you now gain a full set of five custom weapons. They can all be the same type (such as swords), or each be a different weapon or anything in between. Special options can apply to all weapons in a set.

-Battlesuit (400cp)

An electrical, form fitting battlesuit. It functions much like a suit of power armour, offering high levels of protection from conventional weapons and increasing your strength and speed to superhuman levels. This battlesuit is contained in a bracer and can be transformed into with a special motion and call out. Transforming into your battlesuit requires you to be wearing your bracer. The appearance of the battlesuit and bracer are up to you, but are often colorful and have either a scarf or a small cape.

Battlesuit Special Options (Undiscounted unless noted otherwise. Retro genetics, Joker Surgery, Bio Particle Infusement, and Denzi Descendant granted Battlesuits can purchase these options without purchasing the Battlesuit item.)

-Birdies (100cp)

A pair of small rockets on your belt that allow you to perform jumps of incredible height.

-Weapon Integration (100cp)

Much like the Gorenger's visors, a weapon is integrated into your suit in an innocuous manner allowing you to produce it from a part of your battlesuit. If Personalised Weapon is purchased it can be chosen as your integrated weapon for free, if not you must pay 100cp to import another weapon into this option.

-Gorenger jump (100cp)

Remember that brace you have to wear in order to access your battlesuit? No more, now you battlesuit is held safely in your warehouse and simply by jumping into the air or spinning around quickly (your choice) you will transform into your battlesuit.

-Goggle Gem (200cp) (Discount with Gorenger Jump)

A strange gemstone set into the helmet of your suit, similar to the one's present in Goggle V's Suits. Firstly it allows your suit to be transferred as energy, meaning that if you lose the brace you could just get a new one without losing the suit. This also means anyone attempting to use the brace without your express permission will be gravely

shocked instead of transforming. This gem improves the enhanced speed granted by your suit and increases your reaction time.

-Magne Warrior (200cp) (Discount with Meteors)

Your suit has been reinforced and modified with magne meteor material. This improves the enhanced strength and protection offered by your suit as well as granting you a laser attack that can be fired from your suit's visor. This also comes with a pair of magne bracers, which produce a form of magnetic energy that can be paired with other magne based technology in order to remotely control them.

-Dark Knight (200cp) (Discount Villain)

Your suit has been modified with the technology of the Dark Knight of the Jashinka empire. This somehow improves your combat skills directly, such as making a skilled swordsman into a master.

-Team Suits (200cp)

Sentai don't tend to work alone, as such you now gain a full set of five Battlesuits. They will all tend to have similar appearances but with different colour schemes. Special options can apply to all battle suits in a set.

-Mecha (600cp)

Here's your big guns, your own giant mecha! With a height of 58 meters, this mecha is incredibly powerful and has in its possession a two mecha scale weapons and integrated energy cannons. This mecha also comes with a gadget that can be used to call summon it. It requires a full team to pilot correctly.

Mecha Special Options (undiscounted unless noted otherwise)

-Combining Mecha (100cp)

You mecha is in actuality the combination of two to three smaller mecha or combat vehicles (such as jets or tanks). Each component can be summoned separately and come equipped with weaponry of their own.

-Magne Machine (Free with Meteors or Magne Warrior options)

Your mech has been modified with Magne meteor materials, and as such can be remotely piloted by using magnetic beams generated by magne bracers.

-Custom (100cp/ 100cp each)

You can import a pre existing mecha to acquire the traits of that come with this form of mecha and any special options. If you purchased combining mecha you can pay to import vehicles or smaller mecha to take the place of the component mecha.

-Robo Fighter (100cp)

Your mech can change form into a large combat vehicle. This form is more suited to transportation but still has access to its integrated energy cannons. If purchased with combining mecha, all component mecha may gain a secondary form.

-Extra Armaments (100cp Each)

Your mech gains either another handheld weapon or another integrated weapon system with each purchase of this. Integrated weapon systems can be missile pods, machine guns, energy cannons, etc.

-Stolen Design (200cp)

You can instead gain one of the cannon giant mecha by purchasing this. It comes fully upgraded and equipped.

Villain

-Freaky Outfit (100cp)

You have a signature outfit reminiscent of those worn by the other villains of this universe. As such it is likely incredibly odd, anything from a cyberpunk sohei to a darth vader ripoff to a multi-coloured, ragged robe that looks like it's made from moss.

-Ancient Sword (200cp)

A sword of the highest quality, it's origin unknown. What is known is that it is well balanced, unbreakable, and strong enough to damage someone wearing a battlesuit.

-Anti-Bio Particles (400cp)

Similar to the container of Bio-Particles, this is a canister filled with Anti-Bio Particles. The instructions for turning someone into an entity like Bio Hunter Silva as well as the blueprints for Bi Buster Guns. This container has the capacity for enough Anti-Bio Particles to construct five bio hunters, and the particles will restore over time.

-Progressor, Mechanizer, and Enlarger (600cp)

A set of strange machines, all incredibly complicated looking. The first, the Progressor, is a machine that can generate and manipulate "life soup" in order to evolve lifeforms along a similar path as humans in order to create monsters. Settings can be altered in order to alter the evolution line in order to mutate humans or hybridize animals in order to create other kinds of monster.

The second is the Mechanizer, which will take any creature placed within in order to enhance them with mechanical components. Depending on the settings they could be simple cyborgs or completely mechanical monstrosities.

Lastly we have the Enlarger, or Big Bang Beam. This is a cannon that projects a beam capable of enlarging a being to incredible size, increasing their power greatly.

Companions

Sound the Roll Call (50cp each/200 for all 8)

Each purchase of this allows you to create or import a companion, with free choice of background and 600cp to spend.

Android Ally (100cp, 1 free either Bio-Particle Infusement or Denzi Descendant)

Your very own custom Android, either in the vein of Peebo (who resembled C3P0) or Denzi Dog (who resembled an ordinary dog). Their actual appearance and personality is up to you. They are wonderful assistants and make great guardians for your technology, since they can interface with any form of tech with little issue.

Canon Companion (200cp/400cp)

With each purchase of this you can recruit a single companion character. However, since teamwork is so synonymous with sentai, you can purchase an entire canons sentai team for 400cp.

Drawbacks

+1000cp Maximum

-Ishinomori's Dream +0cp

Gorenger was born from the same mind as Kamen Rider and a variety of other heroes. By taking this all of these take place in the same universe and you may run into them every so often. While you cannot change any events you have taken part in previously, you old allies and enemies will recognize you should you make yourself known.

-When's Mahvel? +0cp

Super Sentai takes place in the now defunct Marvel Universe Earth-79203, Stan Lee himself even debated bringing Super Sentai to the west as early as Sun Vulcan. Since Earth-79203 has been declared non-canon you can't dimension hop over to the marvel-verse but there appears to be a few new heroes and villains running around, tokusatsu versions of some of marvel's greats. You can even run into Supaidaman, the Emissary of Hell! Of course if you have somehow met him before he'll recognise you and you won't be able to interact with any events you took part in with him previously.

-Gag Dub +100cp

It seems some westerners got ahold of the universe and turned it into one big joke. The universe now resembles the one in the Dynaman gag dub, and while the universe might not be as dangerous it will be very annoying.

-SUPER HAM AND CHEESE +100cp

YOU ARE JUMPER, SAVIOR OF THE UNIVERSE! Or at least that's how you act. You are now the hammiest, loudest, proudest sonuvabitch around and here that is really saying something. You will likely annoy your peers and companions alike.

-The Fear +100cp

Like a particular ninja/biologist around these parts you are absolutely terrified of a single kind of ordinary animal, such as cats. No amount of fear resistance will help you, a glimpse of this kind of animal sending you into panic.

-Super Shady +200cp

Something about you just rubs heroes the wrong way. No Sentai Team will allow you to join or trust you. Push it and they may even decide to fight you. This can be worked through, probably, but once the next team comes you will have to start gaining trust all over again.

-Goofy Men in Rubber Suits +200cp

It would seem that the competence of your allies and/or minions has taken a nosedive. Those you work alongside will hardly be effective at combat, research, infiltration, anything that might prove helpful to you. Many of them also develop goofy/annoying personality traits. This will affect your companions.

-Anti-Jumper Union +200cp

Each villain organisation will in turn make you a priority target for their schemes. And the batter you do against them the greater monsters they will create to combat you. Even after the last of these organisations are felled, new ones will seemingly pop up out of nowhere.

-Jumper Hunter +200cp, Additional +200 with Anti-Jumper Union

A unique entity, similar to Bio Hunter Silva, has appeared. Wielding Anti-Jumper particles he is capable of temporarily disabling your out of jump powers and well as dealing heavy damage that gets through your out of jump defenses. If taken with Anti-Jumper Union there will be multiple Jumper Hunters, one under the employ of each organisation on top of the solo one generated by this perk.

-Jumper Brace +300cp

Well this is interesting, your out of jump powers have been stripped from you, reducing you to bodymod, and placed within a battlesuit. The brace containing this battlesuit is provided to you but can be stolen or even destroyed. You have to perform a pose and call out in order to transform, meaning that if you are restrained or gagged you will be unable to transform.

-New Fuhrer +300cp

Well, it would seem the terms of your stay here have changed. You are no longer restricted to ten years, but in order to leave you must conquer the earth. Where ancient civilizations and alien empires have failed, you must succeed. Unfortunately it would seem that

no matter how hard you try, you will face every single Super Sentai team. And probably a new one or two if you're too efficient. You must hold the position as ruler of earth for a decade.

-Age of Shadows +300cp

It would appear you have arrived late, as there are no sentai here. Hell, civilisation is barely here in some places. The forces of evil have succeeded in their goals, to a degree. The world is in the hands of the villains, with large swaths of it brought to ruin, the air polluted beyond measure, and monsters roaming the earth. Your goal is to eradicate every one of the villainous organisations without the help of the sentai who would have defeated them, you will be unable to leave until your task is completed.

Notes

If you purchase both Bio-Hunter and Bio Particle Infusement you will be a special case, wherein your body can contain both particles separately. You cannot however channel both energies into yourself or a single weapon safely. At least not without outside context abilities to mix opposing energies.