

~Super Hero Getter~

***Zyuranger** with dino-fantasy. Qi-powered victory for **Dairanger**. With a POP! It's the ninja, **Kakuranger**. **Ohranger** with ancient super powers. Traffic safety with **Carranger**.*

170,000,000 years ago, five ancient human tribes lived alongside the dinosaurs in peace. Until the Witch Bandora started a war with the dinosaurs due to the death of her son Kai. Using the powers given to her by Dai Satan, she drove the dinosaurs and ancient tribes nearly to extinction. The Guardian Beasts, the physical aspects of the God of the ancient human tribes, sealed Bandora and her minions within the passing planet Nemesis before going into hibernation themselves. In the year 1992 the planet Nemesis once again enters the Earth's orbit. Two astronauts sent to explore the mysterious planet accidentally release Bandora and her minions from their prison. Sensing the Sage Bazra of the ancient tribes retreats to the burial chamber of the Five Holy Warriors, who have been in suspended animation, and revives them to do battle with Bandora as Dinosaur Squadron Zyuranger.

Over 8,000 years ago the Daos civilization flourished in southern china. Comprised of the Dai, Shura and Goma tribes, the civilization existed in harmony. That all changed when the Goma tribe attacked leading to a long war between the Goma and Dai. The battle continued for 5,000 years, as the Goma tribe's magic increased to the point where they could become monsters. To oppose them the Mythical Qi Beasts appeared, partnered with members of the Dai tribe whose Qi power increased to the levels they could control the beasts. The war ended with the disappearance of both the Dai and Gorma Tribes. In 1993, the Gorma Tribe revived to take over the world. To counter them, Master Kaku assembled a team of five youths with high levels of Qi. They became the modern Five-Star Squadron Dairanger.

400 years ago there was a great war between the ninja and youkai. The legendary Sarutobi Sasuke and other four ninja sealed the Youkai Commander Nurarihyon and all his Youkai energies away in a cave protected by the "Seal Door". In the year 1994 the only surviving Youkai, Kappa, tricks Sarutobi Sasuke and Kirigakure Saizo's descendants, Sasuke

and Saizou, into releasing the Youkai by opening the "Seal Door". Now these two, joined by three other descendants of the great ninja become the Ninja Sentai Kakuranger to fight the Youkai.

600 Million years ago the civilization Pangea created the machine beasts to serve and live alongside them. Eventually they created one named Bacchus Wrath, who turned on is creators. The KingRanger defeated him and banished him from the earth. In the Year 1995 Bacchus returns to earth as the Emperor of Machine Empire Baranoia with the intention of wiping out humanity. Chief Counsellor Miura of the United Airforce Overtech Hardware (UAOH) has uncovered the secrets of the KingRanger's power and has built a pyramid to empower five individuals to become Super Powered Squadron King Ranger to save the earth.

You are going to have to bear with me for this one. Dappu, a "young" alien from the planet Hazard, if forced to flee his homeworld after it is destroyed by the Universal Reckless Driving Tribe Bowzock. They are a gang of wild thugs running rampant across the universe, causing chaos on planets before blowing them up. Dappu, who knows the secrets of carmagic, discover that not only is Bowzock targetting earth next but that people connected to the car constellations also exist on earth. He heads to earth to recruit a team of people, who all work at pegasus garage, to become Racing Squadron Carranger.

It is February 21st, 1992. You will be spending the next ten years in this world and will face many of its threats. Here is +1000cp to help you on your way. You are free to determine your age within a reasonable range, and can choose to change your gender upon entry of this world for free.

Backgrounds

Drop-In

You have no new memories or connections of any kind. You arrive in a spare storage closet in the Pegasus Garage for no apparent reason. They'll offer you a job if you want.

Ancient Tribesman

You belong to one of the ancient tribes who live alongside the dinosaurs. You may belong to one of the five tribes the Zyrangers belong to or be some other forgotten tribe. You have memories of living in the time of the dinosaurs and surviving the initial war with Bandora. You were put into stasis and have just been reawakened February 21st, 1992.

Martial Artist

You lived the life of an ordinary person, and have studied the martial arts for most of that life. Unbeknownst to you, one of your parents was a member of the Dai tribe. More than that they were a Dairanger possessed of incredible levels of Qi, a trait you have inherited. The Goma will arrive in one year's time, I hope you use this time well.

Ninja

You are a modern descendant of one of the ninja clans. You were raised within the clan and know the ways of the ninja. You were taught the history of the clans and the war with the youkai. That is not to say you aren't familiar with the modern world, you know all about it to aid in your position as a ninja.

UAOH Officer

You have worked up the ranks to become a commissioned officer of the United Airforce Overtech Hardware force. You have had a mostly typical military experience and live prior, but recently there has been a lot of talk about "super powers" and apparently the section chief is building some sort of pyramid.

Villain (200cp)

You are an enemy of the sentai, perhaps belonging to one of the pre-existing forces of evil or an independant actor. You can choose to have either a human or monstrous appearance. You begin with enhanced physical power, greater than a human or footsoldier.

Perks

All perks are 50% off to respective backgrounds, except for 100cp perks which are free

Drop-in

Let's Race (100cp)

Drive it like you stole it. You can drive any car you encounter, stick or automatic. You can handle driving at high speeds pretty well and always remember how to change the radio presets.

Fixer Upper (100cp)

You are a trained auto mechanic, able to fix up or modify just about any car. You can tell a car's condition with a short glance and if given the parts you could probably build a car from scratch.

What is Going On Here (200cp)

Things have gone a little wonky around these parts, really wonky. You have incredible patience and can handle most of this absurdity with a straight face. Future "strangeness" will have a harder time effecting you.

Fanbelt (200cp)

Wherever you go you attract fangirls (or guys, your call). They will do their best to dress up just like you and to emulate your capabilities. Of course there will be some cute ones and a few may even manage to get some power of their own. They tend to be a bit over enthusiastic but not quite crazy.

Vanity (400cp)

There is something about you, something that attracts enemies of your prefered gender to you. They may fall in love with you but with one caveat: you must be henshined or your identity otherwise obscured. They will fall in love with the form they see, believing it to be your true form. But once you get them to fall for transformed you it becomes easier to convince them of your untransformed worth.

Speed King (400cp)

You are one speedy fellow. On your feet you aren't too much faster but for some reason vehicles you drive become much faster, nearly doubling their speed while acquiring greater handling. No one will question how this is possible, you could be a great racer with this.

Dream Car (600cp)

You have dreamed of the Car Constellations, and so you were infused with carmagic. This has given you an Accel Changer, a bracelet resembling an automatic transmission gear panel, and an Accel Key used to activate it. Together they allow you to transform into a carranger. The Carmagic Suit of a carranger grants enhanced speed, durability and strength. This comes with a paired weapon of your design. The carmagic within you will serve to enhance the attributes of any vehicle you drive.

Space Police Officer from the Police Planet (600cp)

You are an intergalactic robotic police officer, and as such you have the benefits of enhanced strength, speed, and durability due to your robotic nature. You possess a singalizer, your badge which doubles as a recording device and can transform into a taser baton or a laser gun with stun and lethal options. You also possess a signal whistle which can stop civilians and allies from going any further, summon your personal vehicle (space police bike provided free, and yes it can drive through space), and summon your mecha (see mecha section). Somehow you are able to reproduce and have robot children.

Ancient Tribesman

Adapting to the Times (100cp)

Despite coming from very far in the past, you easily adapt to modern culture. No matter how strange, alien, or advanced a locale you find yourself you learn the local culture and customs much fast than you otherwise would. This also applies to standard technology, such as television and computers in the "modern" day compared to the time of the ancient tribes.

Paleo Jumper (100cp)

Hailing from ancient times, you retain some the the traits and skills that helped you thrive in the prehistoric world. You are more muscular and possess greater endurance than most modern people. You recall how to hunt and gather as you did in those ancient times, and can read the script of the ancient tribes. Your familiarity with the ancient script makes it easier to translate other ancient writings you encounter.

To Save the Future (200cp)

The goal of a hero, and something one should never lose sight of. Of course those you fight alongside may not be able to maintain focus on the things that matter. So when an ally strays, seeking vengeance for themselves of such, you can create all manner of plots both convoluted and simple to return them to the "correct" path.

Warrior of Hope (200cp)

Some may say you act a lot younger than you should, but that's your secret. You have near-boundless enthusiasm and optimism, youthful energy that helps you keep moving forward. You are unlikely to give into despair, and it will be hard to sway you from a righteous path.

Lithia Tribe Archery (400cp)

Like the Lithia Tribe Princess, you have exceptional training with the bow and arrow. Your aim is impeccable, even over great distances and in strong winds or other problematic situations. You can utilise bows with immense pull strength, and are a gifted hunter, tracker and trapper.

Ancient Sage (400cp)

You were once apprenticed to a powerful wizard of the ancient tribes, but lack much of their true power. You do have a vastly increased lifespan, magic to put people into stasis and revive them from such, and a sealing spell. The sealing spell is a lengthy ritual, but can seal a large amount of beings within a single container. The container cannot become locked, and those sealed within will be released if it is ever opened.

Fairy Tribesman (600cp)

You are not one of the ancient *human* tribes, instead you are of the *fairy* tribes. You have an appearance akin to some form of mythical "fairy", such as a gnome, small elf, cait sith, etc. You are physically comparable to several footsoldier kaijin, and have a single fairy power. Your power could be to control plants, or capturing objects within jars.

Holy Warrior (600cp)

A champion of the ancient tribes chosen by Daizyuzin, god of the tribes. You are spiritually connected to a guardian beast and possess that beast's dino medal. You can have a medal of any prehistoric creature other than a T-rex, Triceratops, Mammoth, Sabertooth Tiger, Pterodactyl, or Titanosaur. You have a dino buckle for use with your dino medal, through which you can access your strengthening suit. The suit grants incredible strength, speed, durability and the ability to resist temperatures between 2000 and -180 degrees centigrade. It comes paired with a "legendary weapon", a weapon based off of your guardian beast and has two modes of use. This could be an axe-canon, a stave that splits into two weapons, or a sword that fires energy slashes for example.

Martial Artist

I Know Kung-Fu (100cp)

To even think of accessing Qi energy, you must have skill in the martial arts. You are highly skilled in a single style of martial arts, chinese styles are most suitable but any can be selected. This can be purchased multiple times to learn additional styles, discounted to 50cp for the Martial Artist background.

A Dream (100cp)

Like many of the Dairangers, you have a dream. Perhaps you wish to be a great chef like Ryo, or a boxing champ like Shoji. Whatever this dream is, it serves to guide you on your path. Holding onto and focusing on this dream increases resistance to mental domination and your own determination.

Competitive Spirit (200cp)

Like Shoji and Kazu you have a competitive streak a mile wide. When actively competing against someone, your competency increases. This increase scales with your personal rivalry with the one you're competing against, and as such work best against your own allies.

Forgotten Past (200cp)

Kazu was born a country bumpkin, and left his home at fifteen in order to become a cultured city-boy. His past is hidden from all, and you can hide yous as well. Keeping your past secret from even close allies comes easily, you never mix up your lies or stories and coming up with new ones on the fly is as simple as breathing.

"Uncle" (400cp)

You are a mentor and a senior martial artist. You skill in martial arts purchased in this jump has been improved to mastery, and you know the best methods of teaching these arts to others. In general people are more willing to enter under your tutelage and take what you teach to heart.

Strong Soul (400cp)

The blood of the Dai runs smooth in your veins, and even without tapping into qI you have special powers. Like Rin you have visions which come and go with no control. They reveal threats that are coming in the near future. Given time and experience in the use of qi you may learn to control these visions.

Dai Bloodline Power (600cp)

The dai blood within your veins has awakened, granting you great qi power. You have been given an Aura Changer to access your dairen suit. The suit offers incredible defence, resisting sustained fire from a machine gun, and multiplies your qi by around nine times. This in turn increases your strength by great amounts, and allows you to utilise a variety of qi techniques. You can use the kiryoku, projecting a wave of force from your hands, and three personal techniques. These can be firing balls of an element, charging weapons, performing a

hundred strikes in one, or other comparable effects. If given enough time to train you can develop more qi techniques. This also comes with a Dairen Rod, a red staff that when charged with your qi will transform to a weapon suitable to you and your martial art(s).

Great Cosmos Ritual (600cp)

You know the ritual to draw upon the Great Cosmos to forge new Qi Beasts. This requires a suitably strong source of energy, such as all of the Lai-Lai jewels in canon. By performing this ritual you forge a Lai-Lai jewel which can summon and control a brand new Qi Beast also created by the ritual. The ones you create are comparable to the Qi Beasts of the Dairangers other than RyuuRanger. With more time, work, and energy you could create Qi beasts comparable to RyuseiOh or even Won Tiger and Daimugen.

Ninja

Ninjutsu (100cp)

You have been trained in the arts of the ninja: hand to hand combat, stealth, a variety of weapons especially throwing weapons, thievery, disguise, and deception. You are skilled in all of these aspects, but have a long way to total mastery and lack any supernatural powers.

Team Mom (100cp)

Like Tsuruhime you have a better than average grasp of leadership and group dynamics. Reigning in hot heads and coming up with basic small unit tactics is natural to you. Your allies will be much more willing to listen to you even if you are not the official leader.

Following in the Footsteps (200cp)

The secrets of the ninja have been passed down for generations, and you too have received this knowledge. You have a better understanding of information and skills taught to you by your predecessors, and similarly training you give to your own children is much more effective. This continues onward, your children will have an easier time teaching their children as so on forever.

Gali Training (200cp)

Jiraiya was raised by the man who killed his father, in an attempt to train him to surpass them both. When you are wronged, truly wronged, and desire vengeance your competence will take a shep but temporary boost in the pursuit of the target of your vengeance.

Hidden Style: Cloning Technique (400cp)

A non-elemental ninja technique, learnable by all ninja, but difficult to master nonetheless. You can create a number of clones of yourself, drawing on your stamina to create each. You can create as many as your stamina will allow, but these clones are imperfect in two ways. The first is that a clone cannot contain *all* of your power, they can still hold a majority but the more powers the clone shave the more it will strain you upon creation. The second is that each clone can only take a single hit.

Hidden Style: Transformation Technique (400cp)

A non-elemental ninja technique, learnable by all ninja, but difficult to master nonetheless. You can transform yourself. Into what, you ask? Any animal, creature, person, or object. You do not gain any additional powers or traits other than the purely biological traits of living beings. If you become an object that cannot move normally you can still fly about at your normal speed, and can use the capabilities of the object even if they would normally require energy. For example you could become a power drill, fly up to a cage, and drill open the cage without being plugged in.

Ancestor's Blessing (600cp)

You have received the blessing of your ancestor and have become a Kakuranger. You have been given a Doron Changer, an object which resembles a Inro charm, that functions as a transformation device and communicator. Using the Doron Changer to transform, you gain armour that resembles the outfit of a ninja and serves to enhance your speed, agility, defense, and stealth. You also gain an aptitude in a secret ninja martial art, which allows you to perform special ninjutsu techniques. The exact powers are up to you but generally fit a theme, typically elemetal. Such as NinjaBlue having water running and the ability to summon a column of water as an attack, or NinjaReds various fire blasts.

Kakurangers do not receive a free mecha. Instead they learn the Hidden Style: Giant Beast General Jutsu, allowing them to transform into a large yet agile mecha-like form. This form has a personal weapon scaled up to their size, and can fuse with others who are likewise transformed.

Escaped from a Pot (600cp)

You are not an ordinary person, you are instead a Ninjaman. You resemble some form of heavily armoured ninja and have greater strength, agility, and durability compared to a human. You also possess a powerful katana. You have several special abilities, the first of which if firing a powerful jet of fire. The second is a ninjutsu technique to shrink you to the size of an insect or grow you up to the size of an individual mecha. The third one is the ability to summon a cloud which you can ride on for transport. The fourth one is that when you are extremely angry you can shed your armour to become a Samuraiman. This form is the size of a fully combined mecha and can combine the katana with it's seathe to create a spear. It's strength and durability is immense and while in this form you can conjure an orb of energy from your own anger as a powerful finisher attack. Lastly you are skilled at escaping from being sealed, and can still use a small measure of your power from within the seal.

UAOH Officer

Military Acrobatics (100cp)

You are an exceptional jumper, and will almost always land on your feet. You are able to perform all manner of flips, even performing multiple mid-air flips during a single jump. Using this to evade or attack is easier than it otherwise would be.

Soldiering (100cp)

You have a familiarity with standard military weaponry and vehicles, the chain of command, military regulations and so on. You are physically fit, at least enough to pass the requirements to join up.

It's the Airforce, Right? (200cp)

As a member of the United Airforce you are familiar with the piloting of aircraft, and have the reflexes and knowledge needed to fly a fighter jet. Somehow this knowledge translates pretty well to the piloting of mecha.

Researcher (200cp)

You are an anthropologist, historian and scientist. Hunting down ruins and ancient artefacts is easy for you, as is translation and analysis of mundane relics. You are familiar with all manner of ancient legends and myths.

War Winning 101 (400cp)

You have proper tactics and strategy training, able to command a small army competently. Where you excel though is the inclusion of enhanced individuals on both sides. You can work your strategies taking into account the presence or lack of presence of empowered forces. If you are facing down an army of the undead, the development of long term strategies and short term tactics that would excell against them would come much easier.

Overtechnology and Hardware (400cp)

You understand the technology behind the simpler mecha developed by UAOH. Creating something like tackle boy is no problem for you. With enough time and resources you could recreate the Red Puncher, Chouriki Mobiles, and Ohblockers. However without the knowledge of the "ancient super power", creating a suitable energy source for these more powerful mecha could prove troublesome.

Ancient Super Power (600cp)

You have been infused with the ancient super power through the methods developed by Chief Counsellor Miura. This has granted you a two part Power Brace and a storage crystal. All three are required to transform into an Ohranger. The OH Suit generated by the transformation draws on the power within the crystal to enhance the user's strength, and the suit's materials makes the wearer greatly resistant to cold, heat and pressure. Unlike the other Ohrangers, your transformation does not put incredible strain on your body. Naturally this comes with a paired weapon of your choice, that has a single special power such as a sword that fires an energy

beam. By performing acrobatic flips and tricks while transformed the OH Suit will build up energy for a finisher attack, typically used in conjunction with other Ohrangers.

The Super Power is Ours (600cp)

You have learned the secrets behind the ancient super power. You know how to construct a pyramid to channel Tetrahedron power, create storage crystals, and change bracers. All three are needed to create a functioning Ohranger, but those you create will suffer from the physical strain of using the super power. Also you are a long way for recreating the king's power in totality.

Villain

Dai-Jumper (100cp)

A good villain needs a good name, too bad so many are already taken. If you want though, you can make claim to be any mythical figure, even a "Dai", "Super" or other "improved" moniker version and others will generally accept you under this name. As long as you show yourself to be impressive enough, people will eventually conflate you with the mythical figure. Of course if you are in a world where that figure is real, you may run into a little trouble.

Leprechaun Artist (100cp)

Even the most evil of people need a hobby besides villainy. You are a skilled artist in general, but with a specialty in sculpting. Not only that, monstrous, frightening or generally intimidating designs come to you easier and actually creating these designs is even easier.

He Returned to the Restaurant (100cp)

Sometimes you need to go to ground, or your organisation falls apart, or some scheme blows up in your face. When this happens you have an easier time finding civilian jobs and inconspicuous places to live. This still works even if you are known worldwide as a villain, able to blend in without regular people recognising you. This only works if you are not continuing to perform villainous actions.

I Have Allowed You to Live (200cp)

Sometimes you are not the top dog or you need to work with another group of villains or, god forbid, the heroes. But you know how to take advantage of such situations, developing plots of betrayal with ease. You are also excellent at hiding these plans, even catching those who have reason to suspect a betrayal coming.

Evil Director of Human Services (200cp)

An evil army doesn't build itself, there's recruitment drives and training that needs to be done. You excel not only at finding suitable recruits for your forces, but also training thugs into suitable soldiers. You even have a measure of talent at coming up with "we're not so different" or "join the dark side" type speeches.

Universal Reckless Driver Jumper (200cp)

Pretending to be a fortune teller to get a dumb alien to blow up planets to make way for your intergalactic road construction? What kind of plan is that? Your kind now, since you have incredible aptitude for developing the most ludicrous or frankly idiotic villainous schemes. More than that people tend to take you seriously regardless of the absurdity of you plans and actions, as long as you so wish them to.

Lightning from the Sky (400cp)

You have learned lightning magic from the youkai, something that has a few fringe benefits. Aside from the obvious uses of the dark lightning as an attack, you can call it down from the sky for two effects. The first is to heal yourself, but overuse (more than once a week or so) will burn you out causing more harm than good. The second is to transform you into a giant form, increasing your size, strength and durability to allow you to fight on par with most mecha around here. It will wear off after an hour or so, and can't function more than once a day.

Hoodlum Potions (400cp)

It seems Totpat has taught you a few of his alchemical secrets. You can brew a variety of potions that serve to change the drinker's personality. Turn a hero into a crook, or a killer into a saint. It takes a bit of work to cook one up, and antidotes are possible. You know how to make those too, but it is possible for your enemies to figure one out too.

Military Level (400cp)

No ordinary kaijin, you are an elite. You have a monstrous shape, mechanical or organic, and a human guise you may assume. You have great physical strength, speed and durability when in your monstrous form. You also have some form of unique power. Examples include super strong hair that can be telekinetically controlled, generating a paralysing poison, the ability to turn your entire body into a missile and survive the explosion, a fattening spray and memory erasing water gun, generating large amounts of a noxious gas that warps minds, or even the ability to infect others in order to turn them into copies of your kaijin form.

Made from a Cat (600cp)

Well maybe not, but much like the Flowery Kunoichi you have the powers of an evil ninja. You have jutsus to disguise you as a human of any appearance, perform a short range teleport (useful for dodging or escaping), generate smokescreens, and generate sakura petals that can be fired as incredibly sharp projectiles or function as sticky explosives. You can also transform like a sentai into a ninja like form with a floral design on the helmet. This transformation enhances your speed, agility, and stealth and comes armed with a strong katana.

Space Witch (600cp)

It is unclear where you gained this power, since you are not a servant of Dai-Satan, but you have great magical abilities nonetheless. You can perform a variety of magics including teleportation, energy blasts, and other common magical effects. You may also call up spirits

from the underworld to empower monsters, enlarging them to massive size. This magic seems to help you garner the attention and patronage of beings of great evil, like Dai-Satan.

Machine Maker (600cp)

You have learned the secrets behind the Pangean machine beasts. You can construct powerful machine kaijin with all manner of strengths and abilities. The can even be designed to assume giant forms to face down mecha. Beyond that you also know of Baranoia's Magma Engines, able to improve the output of machine beasts and granting them "magma" armour. These engines could be adapted to other energy intensive purposes with a little work.

General Perks

Different in Japan (100cp)

Adaptations are notoriously unfaithful, but the difference between the Super Sentai and Power Rangers is positively mind blowing. You can be pretty surprising yourself, and you'll find that those who discover truths about you that they were really not expecting (like out of context powers) will be positively astounded and overcome with some combination of confusion and excitement. This effect is toggleable.

Items

All items are 50% off to respective backgrounds, except for 100cp items which are free

Drop-in

Driver's License (100cp)

A simple driver's license with your name and photo on it, allowing you to legally drive in this world. It will update to your current name and appearance, and to be legal in your current location and/or jump.

Legendary Wrench (200cp)

Like Natsumi you have received a legendary wrench, which works as a multitude of tools and can fix anything more easily. It can be used to add modifications without the proper mounting places for them, and can dismantle anything in record time.

Jumper Garage (400cp)

Your own mechanic's garage. It's pretty spacy and modern, full of all the tools you could need and several extra rooms. It can turn a decent profit if you hire some employees. This also comes with a variety of classic cars that you own and are in perfect condition.

Coburn Base (600cp)

What appears to be a small out of the way japanese koban (police box), this one is special. You can choose a city for it to appear in, and while it is linked to that city it can appear anywhere in the city and its suburbs. You can choose for it to open where you want it to, or let it just open up to an out of the way place nearby the closest occurring crime. It comes equipped with a police band radio, coffee maker, and other implements of police work.

Ancient Tribesman

Tribal Garb (100cp)

A fanciful collection of clothing, although most of them would not resemble what you would think “prehistoric man” would wear. This includes outfits like that of Burai, resembling traditional silken suits in east asia, and those like Sage Barza, adorned with beads and a cloak.

Zaurer Machine (200cp)

A high quality motorcycle, based on either your Guardian Beast or an ancient creature of your choice if you lack one. It handles well and has a top speed of 320km/h. A machine gun is equipped on its front, and it may have a sidecar if you so wish.

Dinosaur Eggs (400cp)

A pair of dinosaur eggs, although the life within need not be a dinosaur. When hatched they can produce a mal and a female of any prehistoric animal of your choice. They take a long while to hatch, but once they do you will receive another pair in your warehouse.

Treasures of the Yamato Tribe (600cp)

The sacred treasures of the Yamato Tribe, or copies at least. First is the Dragon Armour, comprised of a gold collar and arm bands that grants incredible defence. If paired with a strengthening suit it would grant strength to destroy a tank with your bare hands. Secondly is the Zyusouken, a dagger-flute. Besides being a fare weapon in combat it can be used to summon and control the third treasure of the tribe: the Dragon Caesar. This godzilla-like mecha is powerful on it’s own, but can serve as the body for a combining mecha or as additional armour and armament on any mecha.

Martial Artist

Training Dojo (100cp)

A small, simple dojo with a tatami floor. It has some simple equipment for practicing martial arts and working out. It can follow you from world to world or become a warehouse attachment. If the former and you choose to open it to the public in some way or another, it will be more successful than a normal dojo.

Dairinken (200cp)

A pair of circular bladed weapons, similar to chakrams with a handle in the center. It is highly receptive to qi energy, and with the kiryoku technique are able to launch them and call them back. They can also be attached to a dairen rod.

Peacock Tears (400cp)

A small bottle of tears from the peacock buddha. They can be used to heal any illness, wound, or to restore youth. This bottle only has a single dosage and it refills at the beginning of each jump.

Byakkoshinken (600cp)

An enchanted saber with a tiger head on the pommel. It can speak and will offer helpful advice in battle. It comes with the Kiba Changer, which resembles a golden Aura Changer, through which you can become Kibaranger. It offers the same effects as the Dairen suit, with additional armour but this provides no additional qi or qi powers. If you are unable to use qi this will give you the minimum needed to maintain this form. This also comes with a Lai-Lai jewels for a Qi Beast like Won Tiger, which can assume a humanoid form and serve as the base for a combining mecha.

Ninja

Shuriken (100cp)

An infinite supply of shuriken, in the shape of your personal inginia. No matter how strangely it is shaped it will still work perfectly as long as it is thrown correctly.

Ninja Tools (200cp)

The tools of a ninja, including standard caltrops, bowguns and darts, poisons, ninjatos, smoke bombs, etc. Also included is a pair of Shinobi Knuckles, a fist weapon that enhances the user's strength and has a built in grappling device, and a Kakulaser, an energy pistol shaped like a flintlock with a hidden dagger.

The Castle (400cp)

A moderate size japanese castle, in a hidden location. It is unpopulated right now and is sparsely furnished. Still, it is reinforced and highly durable. It also has nightingale floors, floorboards which sing like a nightingale when stepped upon. Only the absolute best ninja would be able to sneak across theses floors without making a sound.

Holy Stealth Beast (600cp)

A large falcon shaped mecha. It is stronger than a standard single mecha on its own but it's true strength is revealed when it combines with another. It can combine with any mecha to grant it flight and a set of powerful energy cannons. This also comes with the Thundering Sword Hikarimaru, an unusually powerful short sword that can energize itself for even further power.

UAOH

Uniform and Honours (100cp)

A number of UAOH issue uniforms. They always have the perfect seams and will arrange any military honours placed upon them correctly. This also comes with a number of medals and ribbons representing your "past" accomplishments within the UAOH.

King Smasher (200cp)

A collapsible baton and energy pistol sidearm. They are rather effective against footsoldiers, and can be combined into the KIng Smasher energy rifle. They can also combine with Ohranger or other sentai weaponry should you possess them.

Thunderwing (400cp)

A high tech fighter jet created by the UAOH. It has all the usual bits and bobs of a fighter jet, but with energy weapons, a higher top speed and better maneuverability. It also contains a Jetter machine motorcycle stored within, you can deploy on this motorcycle from the Thunderwing and it will quietly return to wherever you store it.

King Pyramider (600cp)

This massive, mechanical pyramid is now yours. Its interior is very high tech and roomy, and can be driven across the ground. It can stretch out into a mobile combat platform mecha can attach to. It can also accept mech into it as a power source for two purposes. Firstly it can assume a standing humanoid configuration towering over most mecha and can fire a powerful energy beam from it's center. The second is to power the Pyramider's flight, which can be used for interstellar travel.

Within the pyramid you have also found a golden King Brace and King Stick. The King Brace allows you to transform into an Ohranger like form with greater armour and capabilities. The King Stick is a mighty scepter meant to be wielded by the wearer of the king Brace. It can perform the powerful King Flash and King Tornado attacks. It should be noted that since you are not the king the King Brace will put tremendous strain on your body, the same as a Power Brace would an ordinary person.

Villain

Personal Armour (100cp)

Like Grifforzer you have a suit of armour of your design that fits over your Kaijin form. It provides decent protection, comparable to a sentai's transformation, and it stacks with your durability from being a Kaijin. The design is completely up to you, and if you have the ability to transform into a human (or only have a human form) it can switch between the armour and a civilian clothing form. The clothing could still be very complex and strange like many kajin.

Devil Sword Hellfriede (200cp)

A strangely shaped curved sword with a red orb in the guard, it is very powerful able to harm sentai and kaijin alike. What makes this sword special is that when it is wielded by a hero or just someone not evil, apart from you, it will slowly drive them mad. Over time they will become warped to the side of evil, becoming cruel and vicious.

Nendora Machine (400cp)

An oven-like machine which comes with a replenishing supply of clay, enough to make a dozen small humanoid sculptures. When shaped into a suitable form and placed into the Nendora Machine, the clay will be cooked into real monsters. It only has enough energy to make a two or three full kaijin a day, but golem soldiers can be made without any drain on the machine's energies. Golem soldiers can form their limbs into weapons, shrink down in order to sneak up on targets, and regenerate damage so long as they are mostly intact. While stronger than a human, these soldiers are still weak compared to the sentai.

For an additional 200cp (undiscounted) you are given a replenishing supply of dokita clay, enough to make a dozen dokita golems in a day. They take no more energy than normal golems, but are stronger and have greater regeneration. When sufficiently damage, enough to destroy them but leave scattered pieces, they can regenerate into two dokita golems. Dokita clay can also be used to make more powerful kaijin. Only one dokita kaijin can be made a day due to the energy cost on the machine.

Skeleton Castle (600cp)

A massive fortress in the shape of a skull with bat wings attached to the sides which allows it to fly. Unlike the original it has a complex interior with all manner of chambers including your personal throne room. The fortress is very durable but has no weapons.

General Items

Drakkon is Not a Sentai (100cp)

There are certainly quite a few transformation devices around these parts. For 100cp you can combine any two transformation devices you have purchased here, or combine one acquired here with one you have acquired elsewhere.

Mecha

Mecha (400cp or Free*, discount non-villain)

You have a personal “mecha” similar to those used by the sentai teams in this jump. You can choose from any of the types present in the Zyuranger-Carranger series. Models like Red Puncher, tackle boy and the victrailer carrier mecha are purchasable or you can get a mecha comparable to those mentioned above but made to your specifications. For an additional 100cp you can import a mecha to acquire these traits.

Purchasing single mecha, like those that will be described below, cost the same but each additional mecha of that type (up to 5 total) are 100cp a piece. The discount applies if you got your first free from a perk. All single mecha can combine with one another, even those of different types.

Guardian Beast: Not just a simple machine, Guardian Beats are physical incarnations of the divine in mecha form. They take the forms of prehistoric animals and possess incredible sacred powers. Examples include a powerful sonic blast or projecting a freezing gas.They have a will and intelligence of their own, but are simple and do not count as companions. If you have purchased Holy Warrior you are given a free Guardian Beast type, the same as your dino medal and a dino gem to summon control it.

Qi Beast: Generated by the Great Cosmos to protect the earth from the destructive nature of those who live upon it. They resemble legendary creatures, like dragons and Kirrin, or “royal” creatures like Lions and White Tigers. They have powers along the lines of telekinesis and illusion generation (large illusions). Whether you got this free or not you must pay 100cp to give it a humanoid transformation like RyuuseiOh. They have a will and intelligence of their own,

but are simple and do not count as companions. If you purchase Dai Bloodline Power you receive a Qi Beast for free and the Lai-Lai jewel to summon and control it.

Chouriki Mobile: An actual mecha, designed after some form of ancient construction. A minoan bull, a dogu statue, a maori head and so one. They have primary physical attacks and built in missiles or large scale firearms like vulcans. While functional on their own, they have a special modular trait when combined: each one can become a helmet to grant the combined mecha different abilities.

OhBlocker: Another actual mecha in the form of a geometric shape, capable of taking on a humanoid form. Each one is armed with an elemental attack and a physical special attack. It also comes with a mecha sized version of the King Smasher, capable of splitting into a battle stick and king blaster just like the normal sized version.

If you purchase Ancient Super Power you acquire a Chouriki Mobile or an Ohblocker for free, and can pay an additional 100cp to get the other. Your first Ohblocker will come with a scaled up version of your personal OhRanger weapon if you acquire one.

Ranger Vehicle: A giant car shaped mecha, made from carmagic. It is incredibly fast and handles well. It has some form of built in advantage, an energy beam in the headlights, perfect braking ability, or some other power. For an additional 100cp you can upgrade this into a Victory Vehicles, based on a municipal vehicle like a firetruck. It has greater speed and durability, its own power such as dual high pressure water cannons for a fire truck. A Victory Vehicle can assume a humanoid form itself. If you have purchased Dream Car you get a Ranger Vehicle for free. If you purchase the Victory Vehicle upgrade, it applies to all further purchases of this mecha type.

The Sirender is a police car mecha with incredible speed and agility, and can fire energy from its signal light. It can assume a humanoid form and is equipped with a grappling handcuff, a pair of arm mounted daggers, a large shield and a laser gun. This comes free with Space Police Officer from the Police Planet and can be summoned with the signal whistle. It does not have the ability to combine like other mecha however.

Forces of Evil

Jumper's Army (400cp or Free*, Discount Villain)

Your very own evil organisation, of which you are the undisputed leader. It has enough infrastructure to perform a decent invasion of a country the size of japan. This includes several secret bases, several kaijin generals of mid-level power, and a large force of generic foot soldiers. These kaijin and foot soldiers can be a copied design or your own designs. The members of this organisation are followers unless imported into companion slots. The organisation will follow you to jumps and its members and facilities will retain changes between jumps. If you have purchased any of the villain capstones you acquire the following additional forces for free, even if you have not purchased a primary force.

Made From a Cat

If you have purchased the "*Made From a Cat*" perk you have a team of four fellow Kunoichi Kaijin. They have all the powers of that perk and quite a lot of combat and espionage experience. They count as followers unless imported into companion slots.

Space Witch

Your own personal Kaijin bodyguard. They are powerful, stronger than even most individual mecha, can switch between human and giant size at will, has the power to fly, is an experienced tactician, and is in possession of a powerful personal weapon capable of damaging mecha and sentai. He counts as a follower until imported into a companion slot.

Machine Maker

You have a court of advanced humanoid machine beasts. Your very own queen (or king), prince (or princess), advisor and a dozen or so butlers/maids. Their exact appearance is up to you but they will still obviously be machines. The queen or king will be in love with you, the prince/princess will adore you and the queen/king as their "parents", the advisor will be completely loyal as will the butlers and maids. These only apply if you want, either way they will never betray you. All except the butlers and maids will have a measure of combat skill and the advisor will be experienced in what is required to run a kingdom well. They all count as followers unless imported into a companion slot.

Companions

Fellow Fighters (50cp each, or 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.

"Cameo" (300cp)

An eccentric person who is reluctant to fight unless absolutely necessary and obsessed over some animal or mythical creature. They are really friendly, but hold a secret power. They are actually a powerful Qi beast in disguise, matching the creature they obsess over. If you can convince them the fight is necessary they will transform into their Qi beast form under their own

control. They are more powerful than a standard Qi beast and can assume a humanoid form while transformed, but are focused on defensive power as opposed to offensive power.

Tiny Tiki (200cp)

A small tiki statue, a key and a magic phrase. When the key is plugged into the tiki's head and the magic words are spoken it will transform into a heroic inhuman being. They are good spirited, love children, and are a highly skilled swordsman. He is in possession of a high quality sword and is a master of the four styles of Mazin One Sword Fencing, able to create fire, lightning, wind and light through his sword. This one cannot grant wishes though.

Drawbacks

Into the New Era (+0cp)

If you have been to the world of super sentai before, any changes you have made will carry over. This includes any allies and enemies you may have made. If you wish the other heroes created by Ishinomori may show up every so often for a "crossover episode" and if you have met them they will remember you, but other than that interaction with them will be at an absolute minimal.

Life in Ancient Times (+100cp)

You have arrived not in 1992, but instead 170,000,000 years ago in the time of the Ancient Tribes. You will live here for ten years, and then when Bandora is sealed in the planet Nemesis you will be put into stasis to be revived alongside the other Zyurangers.

The Path of the Sage (+200cp, requires Life in Ancient Times)

You will be taking the long way to the modern day alongside Sage Barza. You will be unable to effect history or prevent any of the villains from gaining power, and if you have been here before you will not be able to interact with those events. You aging is slowed greatly, not stopped, so if you weren't immortal already you will be elderly by the time 1992 comes around.

Land of Car Magic (+100cp)

The entire setting has gone a little crazy. Now every sentai team and villain group acts like they are from carranger. Expect nonsensical plots, morals at the end of each adventure, and general saturday morning cartoon goofiness. It's not any less dangerous, just silly.

A Past Better Left Forgotten (+100cp)

You have a history you are ashamed or embarrassed of, even if you are a drop in, and will stop at nothing to keep it a secret from your allies. Expect to mess up a few times because protecting this secret took precedence over something else.

Too Much Competitive Spirit (+100cp)

You have a way too competitive mindset, turning everything into a competition. This includes having to do better than your allies in a fight, or one upping even your closest friend no matter what it takes.

Stooge (+200cp)

For the length of the jump you are locked into the body of a kaijin, but no ordinary kaijin. You are a more quirky Kaijin such as “Company President Gravestone” and as such can never blend in no matter how hard you try. Expect people to attack you on sight, and even the villains will treat you like dirt.

Vengeful Brother (+200cp)

Like Geki and Burai, you have a brother. He has all of your abilities from this jump and a stronger sentai or kaijin form than you do. He wants vengeance on you for some past wrong, and the various villain organisations will keep bringing him back stronger to face you again. If both he and all the villain groups are wiped out he will still find a way back one or two more times.

Unfaithful Lieutenant (+200cp)

You have an ally, one you should completely trust. Maybe a companion, maybe someone from this world. You will never know who until it is too late when they stab you in the back and bring disaster down upon you.

Curse of Hellfriede (+300cp)

It seems the power of the Sword of Hellfriede has infected you. Stressful situations will slowly make you more and more insane, as if you were wielding the sword. It will get progressively worse, and you will become increasingly dangerous. If you go completely mad you fail the chain.

Made of Clay (+300cp)

You are not the real you, instead you are a facsimile made from clay. You are weak and sickly, and using any power will make you more so. Eventually your clay will crack and turn to dust, one part at a time, from using your powers. It will start with a finger, then a hand, and then an arm, and so on until you have turn entirely to dust and have died. One-ups and regeneration will not work to prevent this fate.

Wanted for Space Crime (+300cp)

The Police Planet wants you arrested for crimes against space. They will send squads comprised of robots similar to Signalman. Once a squad has been defeated or captured, they will produce upgraded models based on the combat data from their fight with you. They will continue sending them for the entirety of your ten years.

The Main Kaijin (+200cp, requires Wanted for Space Crime)

I turns out there are quite a few kaijin bounty hunters out there who contract out from the Police Planet. So alongside and in between the police squads you will be besieged by powerful kaijin from space who want that bounty, it’s pretty high so they might even decide to work together.

The Lost Jumper (+300cp)

You have been sealed away, in a pot or tiki, and your companions have no idea where you are. You are aware of your surroundings but cannot act, and no tracking or sensory powers that would help you companions will work. The good news is you are somewhere in japan and unsealing you is not too difficult. For an additional +100cp you are in possession of a villain group or sentai, whichever is opposite of you. They won't destroy you but they don't want anyone unsealing you either.

Laplass Jumper (+400cp)

Welcome to the Laplass Room, a place where time does not pass. Inside you will find a green candle, every second you are outside the Laplass room the candle will burn down. If the candle burns down completely you die and no one-ups will save you from this. To make matters work your companions and allies cannot enter the room and you cannot affect the outside world while within, so you will have to exit to communicate with them.

Notes

-If you take Treasures of the Yamato Tribe, the Byakkoshinken, Holy Stealth Beast, King Pyramider, or Skeleton Castle and are not happy with the default appearance you are free to modify the appearance of the equipment/mecha provided by these within reason. Wanting a reptile Byakkoshinken in place of a tiger, or silver dragon armour is fine. This cannot give them any new features or greater power.

-Qi is equivalent to ki/chi/chakra in other settings

-The KIngBrace transformation strain can be mitigated with stamina and willpower but will never go away entirely unless you discover the secret to the king's power. This will take a long time, but the "The Super Power is Ours" perk gives you a good starting point.

-The transformation from "Made From a Cat" counts as a "transformation device for the purposes of "Drakkon is not a Sentai"