

Tokusou Sentai Dekaranger

~Super Hero Getter~

***Dekaranger**, galactic police*

The universe has come together, aliens from across the stars living in peace with one another. The Special Police Dekaranger serve to protect the many worlds, and a man named Banban Akaza has recently transferred to the Earth branch of the SPD in the city of Megalopolis. A major outbreak of crimes has struck Megalopolis, the work of a group of aliens known as the Alienizers. Agent Abrella, an arms dealer known for instigating wars, has turned his attentions towards Earth. It is up to the Special Investigation Squadron Dekaranger to save the Earth.

You will arrive on Earth the same day as Banban Akaza and will be here for the next ten years. Here's +1000cp to help you on your way. Gender is free to choose at the beginning of the jump, and you can determine your age within reason. If you want you can choose an alien alt-form with no special abilities for free, or for 100cp you could have a special ability like Doggie's hypersomnia.

Backgrounds

Drop-in

It seems you have no place in this world waiting for you. You have no new memories, no position in the SPD, no friends or enemies, nada. You just pop up on earth the same day Banban arrives.

SPD Detective

You are a full fledged member of the SPD, although perhaps not an actual Deka(Colour). You work as an officer of the SPD, doing general police work and probably have a history with a variety of colleagues, perps, friends and family. Naturally this makes you liable to the rules and regulations of the SPD.

SPD Elite

You have either been enrolled in an elite program of the SPD such as the Tokkyou or maybe you have been a member of the SPD for a long time and worked your way up through the ranks. While you may have more leeway, respect and resources you are also under much more scrutiny and have greater responsibilities.

Alienizer

Perhaps part of some team or organisation, or maybe a free agent; either way you are a space criminal classified as an Alienizer. You have a sordid past of criminal activity and may or may not be on the SPD's radar. Either way you know how to contact the arms dealer Agent Abrella.

Perks

Perks are discounted 50% to respective backgrounds with 100cp perks being free

Drop-In

In Unity (100cp)

In this land aliens and humanity live amongst one another. You may not be from around these parts but you find yourself able to adapt to new cultures and customs much faster and it seems that others are much more accepting of your "alien" ways and/or appearance.

One Scene (100cp)

Sometimes you don't much of a chance to show off, but that doesn't matter. You seem much more memorable and impressive even to those who have had only a passing experience with you. This effect is toggleable.

Double Agent (200cp)

Like the undercover SPD operative Marigold Utahime or the double agents Assam Asimov and Mugi Graftone you are a duplicitous individual. Infiltrating the ranks of an enemy organisation and earning their trust all while working against them can be a difficult task, but it is

one you are trained for. Creating a false identity and keeping it up, as well as balancing what each one is supposed to know comes naturally to you and you can lie with the best of them.

Swat Training (200cp)

Teamwork makes the dream work, right? You are skilled in small unit tactics and teamwork, as well as the leadership skills to get a disparate group to work together as a team. You work much better alongside others, as others do alongside you improving your competence in combat.

Space Wise Woman (400cp)

You are a sage, with encyclopedic knowledge of all the herbs across the universe, their uses, and the recipes for a variety of potions and poultices made from them. Cures for a wide array of diseases from all of space, one for transforming your appearance, and all manner of other concoctions. Optionally comes with a red gem on your forehead representing your awakened “third eye”.

Swapper (400cp)

You have acquired an odd psychic power the ability to teleport inanimate objects. Right now you can teleport small, hand-held objects across your field of vision. But time and training will allow you to increase the size of your targets and your effective range.

Mari-Gold (600cp)

You possess an odd innate ability, the power to stop time. Normally you would only be able to maintain this effect for for maybe ten seconds, but you have been given a unique license that grants a metallic Space Police Uniform. This uniform enhances your strength, speed and durability but lacks the Judgement time of the more “official” licenses. It also serves to enhances your time freeze allowing you to maintain it for as long as a minute from your perspective. While untransformed your time stop will tire you out quickly, but when transformed you could pull it off a handful of times before becoming tired. This also comes equipped with a pair of D-Smashers, heavy energy pistols that look like they should be able to combine but don’t for some reason.

Neo-Dekka (600cp)

You have managed to acquire a black market, modified version of an SP license jailbroken and setup to function properly for you. This SP license even has Judgement time, in which your current foe is judged by the Ultimate Court in the Universe, which is NEVER wrong, authorizing the use of a finishing move. This SP License provides a Space Police Uniform that is locked into SWAT mode, granting the basic enhanced speed and strength as well as incredible durability. It has both thermal tracking and night vision capabilities, alongside a comms system which you can link to any similar system you use. It comes equipped with a pair of D-Smashers and a D-Revolver, a high-powered beam machine gun.

SPD Detective

Procedure (100cp)

You're a cop, and as such you have the proper training. You have a basic understanding of police procedure and investigations, how to file paperwork and use the basic gear provided by the SPD.

Thinking Pose (100cp)

Taking a page from Senich, Earth's DekaGreen, you have a special pose such as hanging upside down. While in this pose your thinking and problem solving abilities receive a moderate boost. People may think you odd, but hey it works.

You're a Loose Cannon (200cp)

It seems people are a bit more willing to deal with your bullshit, as long as it's in the pursuit of your duties. Property damage and insubordination tend to be overlooked as long as you continue to provide results.

Idol in Disguise (200cp)

Boy are you charismatic, others seem to like you a whole lot more. It's just something about you, maybe it has to do with your voice considering how nice it sounds now. You could make a pretty damn good idol singer.

True Detective (400cp)

It seems you take your job seriously, at least the non monster fighting parts. You are a skilled detective, with a strong intuition and an eye for clues. Solving actual crimes is your forte, and piecing together all but the most convoluted mysteries is within your capabilities.

Esper (400cp)

You have unlocked your psychic potential, just like Marika aka Earth's DekaYellow. You can pick up sensory impressions of others through handling an object or visiting a location your target has touched or been to. Basically you can experience some of what your target has experience through this power. This can even be used directly on a target. Overuse can lead to exhaustion and it can be hard to control in stressful situations, so I may suggest a pair of gloves.

Colour Squad (600cp)

You have become a full fledged DekaRanger, with the ability to use your SP License to transform. By taking this you receive a Transformation Notebook SP License, a transformation device with a number of features. Firstly it is used to transform into a DekaRanger and summon your Space Police Uniform. This uniform seres to enhance your strength, speed and durability. It comes equipped with SP shooter, a small energy pistol sidearm, a D-Knuckle, which enhances physical strikes, a D-Rod or D-Stick, a baton like weapon resembling a nightstick or a jitte respectively, and the D-Knuckles and D-Rods/Sticks can be combined into a variety of ranged weapons such as a sniper rifle. It also served as a communicator, and can enter Judgement Time. In Judgement Time your current foe is judged by the Ultimate Court in the

Universe, which is NEVER wrong, authorizing the use of a finishing move. Your SP License also provides some special ability such as DekaPink's disguises.

Of course you aren't just an ordinary DekaRanger, you have been recruited into a special squad of other Dekarangers of identical colour. This allows you to enter a powered up mode like the DekaRed Fire Squad. This provides enhanced armour and physical enhancement, and a pair of unique weapons like Earth's DekaRed's D-Magnums which can be combined to perform a finishing attack. This also allows you to combine with a robot like Murphy K-9 as a "Battlizer" form, a more armoured form and acquire the ability to fly. This feature comes built into your original license, not requiring a separate one, and comes with a robot like Murphy-k9 but your particular model does not have any combat abilities.

Swan Song (600cp)

You have been trained in the creation and upkeep of the various tools and devices used by the SPD. SP Licenses, the various mecha and armaments, medical equipment and other such devices are in your wheelhouse. You have also acquired a special SP License similar to the Swan License, which serves as a highly advanced bio-scanner. This license comes with no armaments except for the SP shooter, and its transformation provides greater speed but lessened armouring.

SPD Elite

Selection Process (100cp)

In order to be selected for an elite unit of the SPD one must go through a strenuous selection process. As such you are incredibly fit, strong and fast easily in the top 10% for your race.

Hard Boiled (100cp)

To be an elite requires a strong drive and will. Mental conditioning has improved your willpower greatly, increasing your ability to resist pain, stress, mental effects and similar. You can even supress your own emotions, even in the heat of battle. Truly you are a hard boiled detective.

Top Rank Beauty (200cp)

Like Supreme Chief Lisa Teegel you are a superb beauty. You are breathtakingly beautiful or handsome, and your beauty manages to shine through even while you are transformed into a sentai.

Special Operations (200cp)

To qualify as an elite requires not just physical fitness, but mastery of operations and procedure. You have a firm understanding of both organising and putting into action specialised task forces, undercover ops and all manner of other special operations.

Chief (400cp)

You have been selected and trained to serve as a section chief for the SPD. You have a mastery of paperwork, abe to handle the after effects of even the most reckless agents. You have an eye for potential, able to pick out the best agents to serve as Dekarangers even if no one else would consider them in a million years. Getting those under you to work together comes easy as well.

Hell's Guard Dog (400cp)

Like the chief of Earth's SPD branch you can be incredibly intimidating. You have an established reputation as a fearsome warrior and efficient officer of the SPD, and it even comes with a cool nickname. In other places you can rapidly earn a similar reputation and collect even more fearsome nicknames.

Tokkyou (600cp)

You have completed the selection process and training required to become one of the Tokkyou, elite agents of the SPD which deals with especially heinous criminals. This comes with training in Seiken Accel Blow, a specially developed martial art. Fighting hand to hand against foot soldiers and weaker kaijin while untransformed is within your capabilities. Becoming a Tokkyou comes with a Brace Throttle, a wrist worn transformation device with a throttle akin to that of a motorcycle. The brace throttle has he Judgement mode capability of an SP License, and summons a Space Police Uniform which enhances your strength, speed and durability. It provides greater stats than that of an SP License and the throttle can be used to enhances your combat abilities. It can increase the speed or strength of your blows, add an area of effect, apply various elemental effects, and a fire-extinguishing punch. The deletion finishers of the throttle brace make use of your martial arts training to perform even more powerful effects.

Anubian Swordsmanship (600cp)

Perhaps you trained alongside or even under Doggie Kruger, Earth's SPD branch chief, or maybe you learned elsewhere. Regardless you are now a master swordsman, comparable only to Doggie himself. Cutting down kaijin takes only a decent sword for you, and when transformed you could match the likes of a Wizard Sword Angel (no really, that happened). You have also received a Master License, similar to an SP License complete with Judgement mode. This summons a Space Police Uniform similar to Doggie's, which provides enhanced strength, speed and durability. It comes equipped with a high quality sword, called a D-sword, that can assume a gun mode but that's more of an afterthought. This sword is capable of extending, a feature you can easily take advantage of with your training.

Alienizer

Crime Games (100cp)

You are a criminal, that's for sure, so why not have a little fun with it? You are incredibly creative at coming up with games to play with your crimes. Setting bombs with riddles to their locations or murder sprees with point values. Having fun with your work has never been easier.

He's Blue (100cp)

For some reason many of the Alienizers have some form of history with Houji Tomasu, Earth's Dekablue. It really tends to knock him off his game for as often as it happens. If you and someone you have a history with wind up on opposite sides of a conflict they tend to go easy on your or een turn a blind eye to some of your actions. Either way they become less competent at what they are supposed to be doing when it comes to you.

Contractor (200cp)

The events of Dekaranger don't spell the end for the Alienizers. Future evil space organisations still employ them to this day. You tend to accrue job offers at an incredible pace, and you have a habit of surviving the downfall of any organisation you are a part of.

First Rule of Space Fight Club (200cp)

As wild as it may sound, you are a contemporary of the Alienizer Tylerian Durden. Organising and making money off of underground fight clubs is a particular form of "crime" that you excel at. This also comes with plenty of skill at old fashioned brawling, and a pain tolerance to match.

Jumperian Malort (400cp)

The Algolian Gas Drinkers, a crew of dangerous Alienizer terrorists who hold entire planets for ransom with their Golden Snow virus. You have incredible resistance to viral agents, including weaponised ones, and are an asymptomatic carrier of the Golden Snow. You are immune to its effects and can infect others at will. Even a single carrier on a planet is enough to get a foothold, and the virus itself will transform those infected into machine slaves loyal to you. You also know the recipe for a cure, which you can of course sell at an exorbitant price to those infected.

Space Lifeform Jumper (400cp)

You aren't an ordinary alien with maybe some small racial feature, you are one of those with power beyond most of the galaxy. You are physically stronger, faster and more durable than most, can transform into a human or humanoid disguise, and have a single special ability all your own. This includes such things as getting stronger from getting drunk, manipulate an element such as fire and water, draining the lifeforce of others, or similar.

Arms Dealer (600cp)

You are a colleague or perhaps a rival to Agent Abrella himself. You are a master of crime, able to handle the planning and infrastructure to run and intergalactic criminal enterprise. You are highly charismatic, and exceptional tempter and salesman able to convince others to commit crimes they otherwise would never be willing to do or to buy from you despite the fact you personally instigated the war that let to the genocide of their people. As well, instigating actual wars and taking advantage of the situation to turn a profit is as simple as playing a game of checkers as far as you are concerned.

Mechanist (600cp)

The technology used by the Alienizers is as impressive as that of the SPD, and you are the one who makes it all. You know the secrets behind the Muscle Gear powered exoskeletons, the Heavy Industrial Machine Mechas, and all three models of the Mechanoid foot soldiers. You have a fair breadth of scientific knowledge that serves as the base for these technologies.

Items

Items are discounted 50% to respective backgrounds with 100cp items being free

SPD Items (Discount Non-Alienizer)

Uniforms and Badges (100cp)

A closet of every style of SPD uniform with a colour scheme of your choice. They are rugged and easy to move in. You also have your own badge denoting your rank: silver for SPD Detectives, gold for SPD Elites, and plastic spray painted silver for Drop-ins. That last one is a little too shiny to pass close inspection.

Dekka Vehicles (200cp)

One of the standard issue vehicles of the SPD, one per purchase and all purchases are discounted to non-alienizers. The first is the Machine Doberman, a police interceptor with a top speed of 500 km/h. The second is the Machine Husky, a police motorcycle with a top speed of 300 kmh. The third is the Machine Bull, a standard patrol car with a top speed of 350 km/h. Fourth is the Machine Boxer, a motorized unicycle with a top speed of 330 km/h. Lastly is the SPD Helicopter, resembling a Eurocopter EC135.

Girls in Trouble (400cp)

A device that multiple people can be plugged into which contains a very special program. It transports those plugged in into a virtual training program, which they will have no memory of. It can be set to a variety of scenarios but defaults to being trapped in a prison with a killer. This scenario will reset every time all of those within are “killed”, their memories of the previous attempt intact. Those within will be trapped in the same loop until they succeed in “solving” the scenario. This is used by both the Dekarangers and Space Sheriffs for training.

Dekabase (600cp)

A large mechanical base, similar to that used by Earth’s Dekaranger team. It has all the amenities one would expect from a police station including holding cells, barracks, and an armoury. It has several important features, including its powerful base beam attack. It can assume a crawler formation to move around planetside and is also a functional interstellar vessel. Perhaps most importantly it can become a large and heavily armed humanoid mecha.

Alienizer

Suit-able for Crime (100cp)

A nice collection of perfectly tailored suits in a variety of coloured, of any style you could think of. Perfect for making a good first impression on your fellow Alienizers.

Megagesterine (200cp)

A powerful and highly illegal steroid. When ingested it causes the consumer to bulk up greatly,a cruiring greater strength and durability and to mutate new features such as horns and wings. These will wear off after a few hours. Overuse can lead to heightened aggression and a reduction in intelligence. You have a supply, enough for two fighters, which restores nightly. The recipe for Megagesterine is included.

Muscle Gear (400cp)

A powered exoskeleton suit that fits over your body, even if you are a twelve foot tall monstrosity with five arms. It provides enhanced strength, durability and speed, beyond that of a Space Police Uniform, but otherwise has no special properties on its own. For an additional 200cp, undiscounted, you can upgrade to a Hyper Muscle Gear that provides even more impressive attributes, such that one could defeat a highly skilled combatant such as Dekamaster with raw power.

Heavy Industrial Machine (600cp)

A massive robot/mecha piloted by Alienizers in place of turning giant like many other kaijin. These machines are large and powerful enough to require a fully combined sentai mecha to take down. You can select any canon machine, or design an original one comparable to the canon ones.

General

Dual Licensed (100cp, can be purchased multiple times)

A Dekaranger's License is their life, but perhaps you have a life of your own. Each purchase of this allows you to combine any two transformation devices in your possession, provided one of the components being combined comes from this jump. If you purchase both capstones from a certain background the two licenses can be combined for free, creating an improved version.

NeoGold (Mari-Gold + NeoDekka)

The combination of these licenses provide a unique new module on your SWAT armour which resembles a clock. This device further stabilises you time stop, allowing you to freeze time for as long as five minutes from your perspective and provides a temporal stabilisation field protecting you from similar time shenanigans. Those four D-Smashers in your possession also begin to make sense, as all four can be combined and mounted onto the shoulder of your Space Police Uniform granting a powerful weapon that you can fire mentally, although it lacks the rapid fire capability of the D-Revolver.

R&D Squad (Colour Squad + Swan Song)

The combined SP and Swan Licenses changes your upgraded squad form into the special R&D squad form. This transformation provides enhanced sensors, allowing you to use the bio-scanning function of your license directly through your hud and without needing to

touch your license to the target. R&D squad also grants limited technopathy, allowing you to mentally gain control of any unprotected electronics in your immediate vicinity. Should you encounter a protected system you can attempt to hack it using this suit, but be careful the targeted system's security isn't too much for you to handle. Your Battlizer form is now much sleeker and provides faster flight.

DekaBreaker (Tokkyou + Anubian Swordsmanship)

The combined Brace Throttle and Master License becomes a Master Throttle, granting a Space Police Uniform that provides the highest levels of physical enhancement compared to any available here. Your D-sword now comes with a throttle attached to the handle, which can enhance your sword the same way a Brace Throttle enhances your hand to hand attacks. Most importantly you have learned a method to blend your Seiken Accel Blow and Anubian Swordsmanship into an even more impressive martial art, making you a major threat to even some of the more powerful kaijin.

Mecha

Mecha (400cp, Discount Non-Alienizer)

There are several types of mecha utilised by officers of the SPD. Types of mecha are explained below. Four additional purchases of Dekamachines and Patrol Wings are 100cp for each past the first, even if you got your first one for free, for a total of five mecha; enough of create a fully combined mecha.

Dekamachine: These large vehicle-like mecha, Dekamachines are standard issue for Dekarangers. Typical models include the 6-wheeled police card Pat Striker that comes equipped with grabbing arms for DekaReds, or the gyrocopter Pat Gyro which has dual miniguns and a rescue cable for DekaBlues. Five of these mecha combine into a full-sized humanoid mecha. One comes free with either the Colour Squad or Anubian Swordsmanship perk.

Patrol Wing: Tactical flight vehicles that are typically issued to SWAT units in the SPD. They typically come equipped with energy cannons, and five of them can combine into a full-sized humanoid mecha. One comes free with the NeoDeka perk.

Blast Buggy: A large four wheeler mecha equipped a large cannon. This model is common throughout the galaxy, most Dekaranger units hae one. It can combine with a fully formed mecha to enhance it and provide a shield and energy cannon. One Blast Buggy comes free with either the Mari-Gold or Swan Song perks.

DekaBike: A large motorcycle-like mecha with two laser based blasters, the Dekabike is typically issued to high ranking elites. It works as a motorcycle that can be ridden by a full-sized mecha. It can also become a humanoid mecha and combine with a full-sized mecha to create an even stronger one. One comes free with the Tokkyou perk.

Forces of Evil

Jumper's Gang (400cp, Discount Villain)

The Alienizers aren't really a unified organisation, most are solo acts or have a partner. A few work as a team, sometimes as a family other times as a gang. You on the other hand have begun to build a real criminal empire. You are the recognized leader or a large criminal organisation. It has enough infrastructure to claim a territory 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.

Arms Dealer

You have done more than just creating an organisation, you have built a real criminal network. You are tapped into the scene of a region as large as a solar system, with all manner of contacts, contractors, black market merchants, smugglers, etc. You will have a similar network (although likely a smaller one in most settings) waiting for you in all future jumps.

Mechanist

You have acquired a copy of Machine Monster Gigas, loyal to you. This large, metallic creature is shaped like a pinecone with a mouth and a slew of metal tentacles. It has animal like intelligence, unless you acquire an advanced android to serve as a brain. It will continue to grow larger and larger by consuming matter and electricity.

Companion

Jumper Unit (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.

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 canon sentai team for 400cp

Drawbacks

Space Squad (+0cp)

Sentai have a long history with space, either as a source of enemies or teams. And by taking this you will make the events of all previous sentai canon, including any changes you may have made when visiting them. You will also have chances to encounter the Space Sheriffs, some Kamen Riders, and even some Precures for special crossover episodes, and they will even remember you if you have encountered each other before.

Astrophobia (+100cp)

The Dekarangers are *space* police, and the Alienizers are *aliens*. Travel to and from distant planets is a common occurrence around here, but not for you. You are deathly afraid of space and space travel, even staring at the starry night sky can induce panic in you. You will never willingly go to space no matter the situation.

Xeno-Hater (+100cp, cannot be taken with Xeno-Freak)

Aliens and humanity live alongside one another round these parts, and it is generally a peaceful coexistence. You don't care, aliens are disgusting and vile as far as you are concerned. Even aliens that resemble humans are targets for your ire. You despise anyone not the same species as you.

Xeno-Freak (+100cp, cannot be taken with Xeno-Hater)

You absolutely love alien species, creepily so. You are obsessed about learning every aspect of alien cultures. Like the worst possible version of a Weeaboo, you know the kind I'm talking about. It will be generally considered annoying by the aliens in question.

Red Hot (+200cp)

You are like the worst possible movie cop ever. Following orders is against the very fiber of your being, and you have a penchant for large amounts of property damage. If you are a Alienizer you're a stereotypical movie villain, prone to much more excessive violence and evil for evil's sake plans.

You're Blue (+200cp)

Like Earth's Dekablue you have a running history with an unlikely amount of the people on the side opposing yours. And you never take it well, and it really knocks you off your game. Around these people your competence drops steeply.

Wanted (+200cp)

You are the #1 Alienizer on the Dekaranger's most wanted list, no matter your background. Maybe you were framed, maybe you deserve it. Either way, they will be actively hunting you, and they don't care if you come in dead or alive.

Even More Wanted (+200cp, requires Wanted)

It would appear you have also caught the ire of the Dekaranger's rivals: the Space Sheriffs. They will be after you as well, and for some reason any equipment you take from them won't work for you. The good news is if the Dekarangers and Space Sheriffs both show up to take you in they may wind up fighting one another.

The Universe's Most Wanted (+300cp, requires Even More Wanted)

You have also been bumped up the most wanted list of the Intergalactic Space Police from the Police Planet. These mechanical lifeforms are less competent than the others and kinda goofy, but they are still powerful robots with a strong dedication to justice. In

fact they have managed to convince the Dekarangers and Space Sheriffs to work together with them t take you down. Good luck.

Traitors (+300cp)

Like the **Spoilers** NeoDekarangers **Spoilers** there are traitors in your midst. Several of your allies are working for the opposite side and will betray you at the worst possible moment. And it will happen again and again, at least a handful of time in this jump and you will still be surprised every time.

Psychic Overstimulation (+300cp)

You have a broken ESPer power, similar to that of DekaYellow. You receive overwhelming and disorientating visions whenever you touch anything or anyone. You won't be able to get anything useful from the visions either. Gloves don't help for this, so good luck.