

Kamen Rider Zeztz JumpChain v1.0

By MrKrabsChoking2

This world is plagued by monsters known as Nightmares. Nightmares invade the dreams of humans and cause what the Paranormal Affairs Division dubs “Black Cases.” These cases involve supernatural phenomena that have no reasonable explanations, which are caused by a Nightmare’s actions in the world of dreams. Their ultimate goal is to take over the bodies of Dreamers and manifest in the real world to cause chaos and destruction.

There is but one organization capable of combating the threat that Nightmares pose to the world: The Confidential Organized Defensive Establishment, or CODE. CODE trains secret agents to infiltrate dreams and destroy any Nightmare they find before they can manifest in real life, using special items called Capsems. They have spent years training their newest agent, Code Number: 7, to join the fight.

You start this Jump in Tokyo, Japan on the day that Baku Yorozu, AKA Code Number: 7, is hit by a car with no driver. Here, you may need these:

+1,000 CODE Points

Origins

Age and Gender can be whatever you want it to be.

Both Origins can be taken as a “Drop– In” option, meaning you have no identity in this world, with no paperwork to speak of.

Agent: You are a secret agent recruited by CODE in hopes of fighting the Nightmares and saving the world. Just don’t ask your superiors about how you were recruited…

Nightmare: You are a manifestation of humanity’s sins, bent on wreaking havoc across the world. You start as a purple butterfly manifested in Nem's subconscious. You will turn from a butterfly into a Baby Nightmare when you're sent out into a dream. Post–Jump, your Baby Nightmare form can be used as an Alt-Form.

Perks

Perks and Items are 50% off for their Origin unless specified otherwise.
Discounted 100 CP Perks and Items are free.

Agent Perks:

Dream Learning (100 CP) – All agents of CODE undergo Dream Learning to become secret agents. With this Perk, you will become a lucid dreamer and know how to fight Nightmares. This includes infiltrating the dreams of others, martial arts, skills with firearms, and other general espionage tactics.

Find the Mind's Door (300 CP) – It can be hard to find the Mind's Door in a Dreamer's mind, especially with a Nightmare on a rampage, but not with this Perk. Now, you will be subtly guided towards the Mind's Door, but only if you allow yourself to be. In future Jumps, this Perk will guide you to important artifacts.

Precognitive Dreaming (500 CP) – The huge plot twist of Kamen Rider Zeztz is that the entire first half of the show is a premonition that Baku Yorozu experienced in a dream. With this Perk, you now share that ability. In future Jumps, you will be able to see months into the future once per Jump.

Sell Your Soul to the Nightmares (600 CP) – Baku Yorozu and Sieg have merged with extremely powerful Nightmares and because of that, they stand head and shoulders above everyone with their sheer power. Now you can bond with a Nightmare, too. Choose one Nightmare from the series (Except for Catastrophe and Punish, since they’re taken) to merge with, or you can design a Nightmare of your own.

Nightmare Perks:

Dream Infiltration (100 CP) – Nightmares, when sent into someone's dream, grow into a mature form, which is influenced by the Dreamer's subconscious. Once per Jump, you can choose one person's dream to infiltrate and change both your appearance and abilities. However, both appearance and ability must have a related theme.

Living Nightmare (300 CP) – When a Nightmare manifests in the real world, it causes a chain reaction that results in an exponential increase in Nightmare activity. With this Perk, you will spearhead this charge, and all Nightmares will bow to your authority. The age of Nightmares will be built in your image…

Merge with a Dreamer (500 CP) – You can make a binding pact with Dreamers to let them use your powers. Haggle all you like about what the cost of this pact is, but when the pact is made, you fuse with the Dreamer, and your power coalesces into a Capsem for them to use. Exactly how one-sided this symbiosis is is kind of vague, but if you're powerful enough, there is a chance you can assert yourself over your host, hollowing out their mind and controlling their body.

Gore Nightmare (600 CP) – Gore Nightmares are a special kind of Nightmare. They're manifested from dreams of the worst kind, giving them great power and making them much stronger than regular Nightmares. For example, the Catastrophe Gore Nightmare came from a dream of apocalyptic ruin. With this Perk, you will be elevated to this level, able to fight on equal footing against the likes of Kamen Rider Dawn and Zeztz in his Catastrom form.

Items

General Items:

Capsems (50 CP, first purchase is free with a Driver) – These little spheres contain the power to make dreams come true. Use these in one of the Drivers below to transform into a Kamen Rider! Or their equivalent, since there's technically only three "Kamen Riders" in this show. You can also spin the middle part to activate their power even while not transformed. Can be purchased multiple times. See Notes for more details.

Capsem Dropper (100 CP, requires purchase of Capsems) – This gachapon machine dispense Capsems when you turn the knob. Useful for getting your gear back if anything happens to it.

Subconscious Room (100 CP) – Since every major player in Kamen Rider Zeztz has a secret base to call their own, why not give you one? This room is built on the thin line between dreams and reality and can be accessed from both. You can choose how to access this room. Post-Jump, it will be connected to your Warehouse. Design it however you wish!

Agent Items:

CODE Zeroider (100) – Kamen Rider Zeztz's personal motorcycle. This Zeroider does not transform into a robot, but it can become additional armor for any of your Rider forms with the Zeztz & CODE Zeroider Capsem. It uses the Booster Capsem as a power source, and the bike comes with both Capsems for free.

CODE Gear (200) – This is just Zeztz's gear but retooled and recolored just for you. You get a CODE Phone, Sensor, License, and Camera.

Zeztz Driver (400) – I hesitate to put this in here, since I believe there should be only one Zeztz, but here you go. This belt, like all the others in this jumpdoc, is worn over the chest instead of around the waist. It uses Capsems to transform the wearer and allow them to use the Capsem's abilities.

Knight Invoker (400) – It's a crying shame that the Knight Invoker was left behind to collect dust in a musty old storage room. Well, lucky for you, I managed to procure a key to that room! The next time you fall asleep while holding the key in your hand, a metal door covered with wires and panels will appear in your dream, and in that room will be the briefcase containing the restored Knight Invoker and Erase Capsem.

Lord Invoker (400) – This Driver is reserved for only the highest– ranking agents of CODE. It is an enhanced version of the Knight Invoker and enhances its user through its "Disguise" function, which empowers a user without actually transforming their body. This Driver is currently used by Lords 3, 5, and 6.

Dualmare Capsem ([NOT DISCOUNTED] 600/800) – See Notes for more details. As of Episode 32, this Capsem is the most powerful item in Zeztz's arsenal. Dualmare contains two different forms: Catastrom and Orderm. Catastrom gives its user overwhelming physical power, able to kill a Nightmare in a single punch. Orderm gives the ability to analyze and reconstruct your surroundings. However, this Capsem has one major flaw. Once you activate it and transform, you must be absolutely determined in what you set out to do. If you hesitate for even one second, the transformation will break down and painfully deactivate. If you buy the 600 Point version, you only get access to Catastrom, but if you buy the 800 Point version, you get both forms. Also, I should mention that this JumpChain™ version of Dualmare is about 60% the strength of Zeztz's version of Dualmare. However, if you buy the perk "Sell Your Soul to the Nightmares" as well as the full cost of the Dualmare Capsem, you will have access to the full strength of Catastrom and Orderm.

Nightmare Items:

Red Door (100): Normally, Nightmares can only infiltrate dreams by using one of these red doors. Now, you can summon one of said doors to enter or exit a dream at will. It can make for a quick escape if need be…

Nox Driver (400): This Driver was engineered using stolen CODE technology and uses special clamshell Capsems. Unlike the Knight and Lord Invokers, the Nox Driver enhances its user through various transformations and grants them the power of the Nightmare from the loaded Capsem. Now, if you buy this as a Nightmare, you can't normally access any Rider forms with this, but for you, I'll make an exception. I'll throw in a special Jumper Capsem to put your power into whenever you choose. You can use this Capsem to have a Rider form of your own.

Nightmare Garden (600): A copy of Nem's subconscious where Nightmares are born, which resembles a sprawling flower garden. You'll be given access to this place as a Warehouse addon only after this Jump is finished. One Nightmare will be born once per week, which you can send into anyone's dream.

Companions

Canon Companion (Free/100 CP): It is my opinion that a Jumper should have lots of friends, and you can't put a price on friendship, so you can recruit any canon character from Kamen Rider Zeztz as a companion for free if you can convince them to come with you. That being said, however, you can also pay 100 CP to guarantee a positive first impression with said characters that will make it easier for them to go with you.

Import Companions (Free): You can import up to 8 companions in this Jump.

CODE Number: 10 (200 CP): This OC Companion is a wet-behind-the-ears, optimistic new agent of CODE, ready to eliminate the Nightmare threat and save the world. They are to be your partner if you took the "Agent" Origin. This agent comes with the Perk "Dream Learning," and the Items "CODE Gear," "Knight Invoker," and one Capsem.

Drawbacks

There's no limit on the amount of CP that can be gained from drawbacks, but I hope you're ready to reap what you've sown…

Legend Rider Chronicles (+0 CP): This toggle will make it so that any previous Kamen Rider Jump you've taken is now considered 'canon' in this Jump. Just be careful, though. Everything you've changed in previous eras might seriously change the world in this Jump.

Erase Delete (+100 CP): Your mind has been touched by the Erase Capsem, erasing all your memories prior to this Jump.

Vagueposting King (+100 CP): You can't seem to give anyone a straight answer. You make so many twists and turns in conversation that you're not even sure what you're saying half the time. Expect others to get sick and tired of your bullshit very fast.

Very Well. I'll Leave (+200 CP): Your Warehouse has been chained up and locked away. You lose all access to it for the duration of this Jump.

Your Next Mission (+300 CP): Terminate the Jumper. Your extra-dimensional origins and potential have been leaked to CODE, and now they'll send their strongest agents to kill you and make sure you don't upset the status quo they've achieved in this world.

What Bad Dreams Have You Brought? (+300 CP): Sieg has learned of your true nature and has become obsessed with bringing out your inner demons. He will not stop unless he is killed, so I hope you're strong enough to keep him away.

The Light to Expose the Darkness in CODE (+300 CP): Who keeps telling people who you really are? Couldn't be me. Anyway, The Lady knows who you are and will stop at nothing to use you to further her goal of destroying CODE once and for all. Hope you've brought some Perks to shield your mind.

If You Hesitate for One Second… (+400 CP): Catastrom's major flaw now applies to all powers you possess, both in-Jump and out. If your heart wavers for even one second, your powers will be forcibly shut off, and you will be forced to endure excruciating pain. You'll need extensive recovery time every time this happens. And don't expect the Recovery Capsem to help you, because I made sure it won't.

Notes

Concerning Capsems - I will allow Jumpers to buy the existing Capsems in the show and also create custom Capsems based on dreams or nightmares they've had in the past. For example, if you had a nightmare about being attacked by a shark, you could create a Capsem that gives you rough skin, the ability to breathe underwater, and swim really fast. Something like that. If the perk "Sell Your Soul to the Nightmares" is bought, you can create a Capsem based on the Nightmare you've chosen.

Concerning Dualmare - I know that Zeztz overcame Catastrom's weakness when he unlocked Orderm, but I thought that weakness was very compelling. So, I'm saddling you with it whether you like it or not! Call it an unofficial Drawback. Also, the reason it's not discounted is kind of obvious. I'm not gonna let you have such a super powerful Capsem for cheap.

Well, Jumper, now that your time in this Jump is finished, what will you do now?

Go Home: Well, being a passing-through Kamen Rider was fun and all, but there really is no place like home. You return to your home world with all your powers, items, and companions.

Stay Here: This Jump has truly been a dream come true. Maybe it's time to finally put down roots and settle down in this world?

Move On: Well, it's been real, but it's time for you to go. The life of a passing-through Kamen Rider isn't easy, but hey, that's the life you've chosen.

Changelog

Version WIP:

- Initial creation.

Version 1.0:

- Reformatted text at the top of Perks section
- Added Perks “Living Nightmare,” “Merge with a Dreamer”
- Added Items “Capsem Dropper,” “Subconscious Room,” “Red Door”
- Added Drawbacks section
- Added Companions Section
- Added Notes Section