

Ultraman Jumpchain

In the year 1966, Earth is plagued by mysterious phenomenon, alien invaders, ancient evils, and all other forms of weirdness. To combat this threat Humanity relies on the “Science Special Search Party”, also called the Science Patrol or SSSP. This special worldwide police force is equipped with high-tech weapons and vehicles, as well as extensive scientific and engineering facilities. The japanese branch, led by Captain “Cap” Toshio Muramatsu, have encountered a strange glowing orb. Shin Hayata, the Japanese SSSP branch’s most capable member, is sent out to investigate but crashes when he collides with a strange entity of light. This entity is revealed to be a member of the Space Garrison, a galactic-level military organization that seeks universal peace and justice, in search of a criminal who fled to Earth. The collision has left Shin Hayata nearly dead, and so the entity grants Shin his lifeforce. Now revitalized Shin has access to the Beta-Capsule, through which he can become the hero Ultraman!

Far across the galaxy there exists a strange clear, green planet fueled by a artificial sun called the Plasma Spark within it’s core. This planet, called the Land of Light, is the home of the race from which the heroes Earth calls Ultramen come from and the base of the Space Garrison. Governed by a monarchy (The ruler is called the King of the Land of Light, not Ultraman King; that’s someone else) and a prime minister like position called the president, a position taken by Father Ultra, leader of the Space Garrison. The Land of Light is sixty times the size of Earth, and the light of the Plasma Spark is harmful to non-natives. The buildings of this world are constructed of a green crystal material, the only other structure is the “moon” orbiting the planet, in actuality a prison for containing all kinds of dangerous aliens.

The beacons of trouble known as Earth and its citizens, humanity, repeatedly gain the attention of the Space Garrison and the Land of Light. And so heroes such as Ultraman Zoffy, Ace, Leo, and Zero find reason to fuse with humans like the first Ultraman did with Shin, or assume a human disguise all their own. Naturally this trouble has names of their own and originate from all corners of the universe, with groups like the Planetary Invasion Union regularly targetting the Earth for their own purposes.

Now then heres +1000 Choice points to get you started.

Era/Universe (Roll 1d10)

1 Ultraman - Ultraman Leo (1966-1976)

These ten years feature great changes and a very different world from the one you are so familiar with. While everyday life seems about equivalent to what we know as the late 60s and early 70s, the various defense forces of Earth possess incredibly advanced technology. From VTOLs and space ships to rayguns and ice missiles, humanity has prepared the best they could for the coming threats. These threats range from mutated astronauts, ancient lifeforms once dormant on Earth, to all kinds of aliens. More organised threats include the alien Black Directive and their “Saucer Monsters”, as well as the interdimensional devil-like being known as Yapool and his Choju superweapon kaiju.

2. The Ultraman & Ultraman 80 (1979-1989)

Starting with Ultraman Joe, who comes to Earth to defend it from the Hellar Fleet which the forces of the Space Garrison are in open war with. The Hellar Fleet are rogues from the Land of Light who sought to use the powers of the “Ultra Mind” to conquer the universe. On the other hand Ultraman 80 works to balance his secret identity as a school teacher and his duties to use the power of the Ultraman he has bonded with to defend the Earth from various threats.

3. Ultraman Towards the Future & Ultraman the Ultimate Hero

This era begins when a pair of Australian astronauts land on Mars, only to encounter a slug like kaiju known as Goudes. While one of them is saved by Ultraman Great, Goudes escapes to Earth in virus form transforming people into monsters and awakening dormant creatures alike. Elsewhere the Baltan empire seeks to conquer Earth utilising various giant monsters but are battled by Ultraman Powered. This is an alternate universe to the mainline Ultraman Universe.

4. Ultraman Tiga

In the year 2049 giant monsters and conquering aliens appear, apparently fulfilling an ancient prophecy about uncontrollable chaos over the Earth. And so the defenders of Earth, the Terrestrial Peaceable Consortium (TPC) and their branch the Global Unlimited Task Squad (GUTS) take to combatting this threat. After discovering a holographic capsule informing them of a pyramid containing the ancient defenders of Earth, Daigo Madoka, a member of guts, is infused with the power of Ultraman Tiga as he is a descendant of this ancient race of protectors. Set in an alternate universe from the mainline Ultraman Universe, it does however exist in the same universe as Ultraman Dyna.

5. Ultraman Dyna

Set 9 years after the events of Ultraman Tiga, mankind has begun the terraforming of mars and other planets. The terraformers are attacked by a group of aliens known as the Sphires. These Sphires, with their monsters, seek to devour the planets of the solar system. And so ace pilot Shin Asuka fuses with the power of a “Shinning Giant” becoming Ultraman Dyna! Set in an alternate universe from the mainline Ultraman Universe, it does however exist in the same universe as Ultraman Tiga.

6. Ultraman Gaia

Set in another alternate universe, this is the story of Gamu Takayama member of an organisation called alchemy star. After attacks on Earth by the forces of the Radical Destruction Bringer, Gamu encounters a giant of light known as Ultraman Gaia who lends him their powers. Alongside the mysterious Ultraman Agul they defend the Earth.

7. Ultraman Cosmos

Musashi Haruno encounters and befriends a being of light known as Ultraman Cosmos as a child. 9 years later as a member of the Scientific Research Circle’s defense group known as Team EYES, the grown Musashi encounters Cosmos again and fuse together to defend the Earth from the threat of Chaos Header. Chaos Header is a virus that duplicates monsters and/or drives them berserk. The virus is controlled by an intelligence of the same name. This exists in an alternate universe to the mainline Ultraman universe.

8. Ultraman Max - Ultraman X (2005-2015)

A return to the same continuity as the early Ultramen (Original through 80), we begin with Ultraman Max combatting monsters created or awakened by humanity's destruction of the environment. Ultraman Mebius, a rookie member of the Space

Garrison, who comes to Earth to assist in combatting the Empera Army, led by the Emperor of Darkness. Ultraman Zero, Ginga, and X have their own work combatting the Spark Dolls, strange action-figure like objects that contain the power of all past Ultramen and their foes. These dolls are utilized by the forces of darkness to bring ruin to Earth and the universe.

9. Ultraman Orb

It's 2016 and the giant of light known as Ultraman Orb works to redeem himself. Having lost his own powers as an Ultra, he defends the Earth utilizing his Ring of Light to borrow the power of the other ultra warriors. He is opposed by a strange alien known as Juggler, who wields a strangely similar Ring of Darkness. Looking towards the future, the son of the evil Ultraman Belial, Ultraman Geed, is arriving soon. What path will he choose to take? Light, abandoning the fate laid out before him? Or Darkness, walking in his father's footsteps.

10. Free Choice

Background

You can chose to drop into any background of your choice, appearing without new memories or connections.

Earth Defense Forces (Free)

A member of your era or universe's Earth Defense Force type organisation, you have the skills and knowledge to defend the Earth. While you may lack the strange powers of the many aliens or monsters you may face, your technology and tenacity serve to even the odds.

Alien Forces (400cp)

Perhaps not an extraterrestrial, but still something alien. You are some form of monster, from Earth or beyond, who may have all forms of strange powers. Appearance wise you can look however you wish, but you do not have any powers beyond human without purchasing them. Your goals may be your own, but you may choose to begin as a member of any alien organisation from your era or universe. You can choose to appear on any known planet of your era or universe except the Land of Light.

Resident of the Land of Light (1000cp)

Coming from the land of light you are one of the Ultras, great beings blessed with incredible power dedicated to peace across the galaxy (minus a few bad eggs such as Belial or Hellar). You appear like any other Ultra, belonging to the Red, Blue, or Silver

clans affecting your basic colouration and some abilities. Red and Silver abilities are the same, being physically stronger. Blues have enhanced reflexes and intellect. Horns and other details are reliant on heredity and are up to you. Do to some unfortunate quirk of reality Ultras cannot remain in their true form on Earth for more than around three minutes on average. See the Ultra Powers section for details on their physiology and natural powers. You can begin in the Land of Light in universes/era where it exists or Earth.

Perks

100cp perks are free for their respective backgrounds,
others are 50% off for respective backgrounds.

Earth Defense Forces

EDF Training (100cp)

You have received full training in the operations of your organisation. This includes how to use all of their technology, as well as operate their vehicles, and some hand to hand combat. You're a bit more fit than the average human as a result of your training.

True Power of Humanity (200cp)

If you could say one thing about humanity, they are a tenacious lot. Your willpower has been improved, allowing you to overcome the fear of impossible odds and monstrous foes.

Science Patrol! (400cp)

The various forces of humanity have come up with all kinds of advanced technology. You not only know how to construct all such technologies, but have the ingenuity and scientific knowledge to improve upon these designs or come up with wholly new pieces of similar tech. This tech generally caps off at low space-opera tech levels.

Hero of Mankind (600cp)

You are a shining beacon of hope, someone who shows that humanity can fight its own battles. You are a skilled and charismatic commander, capable of running an enormous organisation that can effectively defend an entire planet from invasion by advanced aliens. You are an inspiration to your your men, and short of absolute failure they will never lose morale.

Alien Forces

Violence of Humanity (100cp)

Humanity is rather notorious for hating and destroying that which is does not understand. As such you are an expert at concealing your presence, through both misdirection and stealth, from the human populace. These skills are mundane, and so cannot be used to conceal oneself from advanced technology or magic.

To Abandon the Light (200cp)

You are an agent of the dark side, with charisma and trickery you are capable of corrupting the innocent or heroic to the side of evil. You are great at reading people, understanding what buttons need to be pushed or bribes required in order to cause your victim to defect. Naturally the greatest of heroes may resist you. You can instead choose to have an alternate version that grants you the skills to redeem a villainous individual.

Super Space Invader (400cp)

Conquering a planet can be kinda tricky, thankfully with this perk you are a strategic genius. Vulnerable points and defensive installations light up in your mind, plans for infiltration and sabotage come as easily as breathing (if you breathe). Other aliens and monsters look to you for leadership, although they can be quick to betray if things go bad. Thems the breaks.

Literally Satan (600cp)

Like a certain interdimensional invader known as Yapool, you may in fact literally be Satan. You are a force of darkness unlike any other, and emit great amounts of something called minus energy. This energy causes monsters to become violent and bend to your will, as well as empower beings of darkness. Strong enough beings may be able to resist the effect of the minus energy.

Or maybe you aren't so bad. Perhaps you wish to see peace among the various beings of the universe. You can instead generate plus energy in place of minus energy. This counters various methods of controlling creatures such as mind control or minus energy. This energy also empowers beings of light such as Ultras or others who fight for Justice.

Resident of the Land of Light

Ultraman is Shaped Like a Friend (100cp)

While your true form is vaguely human, you are still an alien. However beings of other races are more likely to trust you. You give off a sort of aura of goodwill that any can understand. You will find yourself welcomed wherever you go.

Space Garrison Training (200cp)

The military and police force of the Ultra race, you have received training in combat against creatures of all shapes and sizes as well as how to use your powers in tandem with your martial prowess flawlessly.

Noa's Gift (400cp)

You have been granted the gift of prophecy from Ultraman Noa. You receive flashes of the foresight, typically revealing future threats. These flashes come at random, but will always leave you just enough time to prepare for whatever it warns you against.

Space Information Center Student (600cp)

The academy and science center of the Land of Light, the Space Information Center is a unparalleled house of learning in this universe. You have received a full formal education on the sciences of the Ultra race. Ultra technology appear to be more energy based. We have seen a device that can transmit energy directly to an Ultra's beam lamp and the creation of an artificial sun.

Alien Form Customization

Prices are as listed, you can select any three 100cp powers for free as well as two 200cp powers for free. Only purchasable by Aliens.

Enhanced Reflexes (100cp)

Purchasing this enhances your reflexes enough to react to and block bullets or shots from rayguns, about equal to a non-blue Ultra. A second purchase puts your reflexes slight faster than a blue Ultra, making combat much easier.

Enhanced Speed (100cp)

Purchasing this enhances your speed, allowing you to keep up with your average Ultra. A second purchase makes you as fast as an Ultra in Type Power, and a third as fast as an Ultra in Type Miracle.

Enhanced Strength (100cp)

Purchasing this enhances your strength, to a similar level of annon-red Ultra. Generally allowing you to lift and throw creatures of equal size to you with ease. A second purchase will put you slightly above the strength of a red Ultra.

Enhanced Durability (100cp)

A single purchase of this make you heavily resistant to standard human munitions (any and all forms of modern, mundane munitions), a second purchase to advanced human weaponry (like that of the the various Earth Defense Forces), and a third to a standard Ultra Beam.

Natural Weapons (100cp)

Each purchase of this grants you a natural weapon of your choice (claws, teeth, horns, arm blades, etc.). Unorthodox natural weapons are allowed and even encouraged. A single purchase of claws or similar apply to all like limbs you have. (so 10 arms? 10 claws! tail blades/clubs to all your tails, bladed suction cups on all your tentacles, etc.). This can be purchased as many times as you wish.

Extra Limbs (100cp)

Each purchase grants you either a single or pair of arms or legs. You can use this to purchase tails, tentacles, and other unorthodox limbs as well as long as they do not possess a natural weapon on their own. This can be purchased as many times as you wish.

Human Disguise (100cp)

Much like an Ultra, you are capable of mimicking a human form, either copying a person or creating a wholly new appearance.

-*Shapeshifting* (200cp)

Like a certain alien, you are capable of disguising yourself with any form you can imagine. However sufficient damage will knock you back into your alien form.

Curse Object (100cp)

You can create a mystical connection to an object. You can only maintain one cursed object at a time. You can sense the exact location of an object you have cursed and can use the dream invasion, weather manipulation, Bullton Force, Jamilla radiation, madness infection, and environmental desecration powers through your cursed object as if it was your own body. After a cursed object is destroyed or the curse lifted (by you or someone else) you must wait 24 hours before cursing a new object.

Extra Sense (100cp)

With each purchase of this you gain a new sense or modify one of your existing senses. You could gain thermal vision, or the ability to detach your eyes yet still see through them, or the the ability to sense cheese. This can be purchased as many times

as you wish. For an extra 100cp the sense you gained can see through an Ultra's or an Alien's human disguise, as well as other forms of shapeshifting.

Minion Swarm (100cp)

You have a swarm of small creatures of your design, enough to conceal you entirely in them if you wished. They are not very powerful but can be very bothersome and annoying. The amount of creatures in the swarm scale with your size, such as if you are a full 60 meters tall the swarm could still conceal you.

Electrify (100cp)

You have the ability to produce an electrical current through your body, enough to stun an Ultra who attempts to grab you. Using this current you could short out electronics or even cause them to explode. This electrical current can be toggled at will.

Sense Jamming (100cp)

You have a method of jamming some form of sensory input. This could be in the form of a smoke screen, a radar jamming power, a numbing mist, or any number of others. This can be purchased multiple times.

Stretching (100cp)

Your limbs can twist in any direction and extend to nearly three times their original length. This applies to all limbs you have as well as any natural weapons you have purchased.

Trapping (100cp)

You possess an attack capable of capturing a weakened foe in some form of containment. A foe who has not been sufficiently weakened can escape from this prison.

Telepathy (100cp)

You are able to communicate with other beings mentally from a distance.

-*Machine Telepathy* (100cp)

You can also communicate with and control machines remotely. Sufficiently advanced or defended machines may be harder to assume control of.

Weapon Enhancement (100cp)

You can produce an energy to enhance and improve the damage of any melee weapon you wield making it on-par with the missile attack in terms of damage. The

method of producing this energy and its aesthetics are up to you. You can also extend your weapon to great lengths.

-Energy Projection (100cp)

The energy you charge your weapons with can be projected from it in the form of a beam or blast. The method of producing this energy and its aesthetics are up to you.

Flight (200cp)

You are capable of flying under your own power. You can fly at your regular speed, and this is improved by enhanced speed an equal amount to your land speed.

-Light Orb (100cp)

You can assume the form of a ball of light in order to further facilitate travel, much like an Ultra. This is often used in order to retreat to a space ship.

Size Change (200cp)

You have developed the ability to assume a giant or microscopic form at will. Microscopic caps out at the size of a virus, and giant caps out at around 60 meters. For half cost you will be locked either at giant size or microscopic size.

Laser Attack (200cp)

You can produce a laser from your body. The method of producing this laser and its aesthetics are up to you. It causes heavy damage, but has minimal force and can be reflected by a clever foe.

Missile Attack (200cp)

You can produce some form of missile from your body. The method of producing this missile and its aesthetics are up to you. It is not as damaging as the laser but has incredible force causing knockback and shockwaves. It can be destroyed mid-air as it moves slower than the laser.

Special Projectile (200cp)

Sometimes monsters have a more strange attack: rapid fire balls of light, acid spray, or even a freezing spray. You now possess an attack of this type, and while it is weaker than a laser or missile it could have all matter of special effects. This can be purchased as many times as you wish.

Burrowing (200cp)

You can burrow through dirt, sand, and stone as fast as you can normally move. This is improved to an equal speed by enhanced speed.

Digitization (200cp)

With this you are capable of transforming yourself into data and travelling through digital space as well as interacting with and combating digital beings.

Environmental Adaptation (200cp)

You are not from a normal environment. By purchasing this you can choose to be adapted to one of three locales: Space, Deep Ocean, Planet's Core. Being adapted to space means you can survive in a vacuum and have a resistance to extreme cold and radiation. Being adapted to deep ocean means you can breathe and sea underwater unimpeded regardless of depth and are immune to great pressure. Being adapted to a planet's core means you likewise adapted to great pressure as well as incredible heat and magma/lava. This can be purchased three time, once for each locale.

Breaker (Fatigue inducement) (200cp)

You can produce some form of beam or wave that induces fatigue in those exposed. The lethargy induced by this effect is difficult to overcome without impressive power or will. This is effective even on Ultras, although older ones will take longer to sufficiently fatigue.

Cloning (200cp)

You have the ability to produce several (2-3) duplicates of yourself. This is strenuous to maintain, but can be mastered with time. For an extra 100cp (purchasable multiple times) you can create two more duplicates. The more duplicates you can create the more difficult it will be to maintain at first and it will take longer to master. These duplicates have the same traits as your alien form, possessing all purchases you make here except cloning.

Strange Food (200cp)

You are capable of devouring an alternative source of nourishment, such as oil or fear. Select one form of unorthodox food, and you can now replace your normal dietary requirements with this substance. A large enough amount of your chosen food will temporarily enhance your various powers.

Dream Invasion (200cp)

You can invade the dreams of other beings. You must be able to see the sleeping being whose dreams you wish to enter. You can choose to either project your consciousness into their dream (leaving your body behind) or physically entering their dreams, only one of these options can be selected. Either way you can interact with the target in their dreams, and alter the dreamscape to your will. This can cause psychosomatic damage to occur to the being's sleeping body. Physically entering a dream means your physical traits are fully in the dreamscape, and cannot be overridden by a lucid dreamer. However your psychic defenses do not protect you from damage in the dreamscape as it would if you were just a projection.

Energy Absorption (200cp)

You can catch energy attacks in some manner, allowing you to absorb them in order to fuel your own abilities. You could probably absorb an average Ultra Beam, but more powerful attacks will overload your attempts to absorb them and damage you all the same.

Environmental Desecration (300cp)

You are capable of desecrating a certain form of environment in some horrible manner. Exactly how you do this is up to you, but you can only corrupt a single environment (land, sea, sky) per purchase. An example is turning all water you dwell in foul, making it unsafe for human consumption. Another example is making the land you live on barren and incapable of growing plants.

Madness Infection (300cp)

You are capable of infecting others in some manner that causes them to go berserk. The method this works is up to you but you can only have one method of inducing madness. One alien once transmitted a wave through cellular phones, another spit out a cloud of gas in close range.

Elemental Command (300cp)

You can produce and control a single element of you choice. This includes the standard earth, fire, air, and water, as well as less common ones such as lava, darkness, or sound. As always the aesthetics are up to you. This can only be purchased once. More powerful or esoteric elements take longer to gain a true mastery of.

-*Elemental Core* (200cp)

Like Ultraman Zero's ally Glen Fire, you possess a core comprised of your element. Resembling an Ultra's color timer you may activate this core to "engulf" yourself in your element, altering your body to possess the traits of your element.

Body Control (300cp)

With this power you are capable of "possessing" a being through some method. With this you take over their body and have access to their memories. This lasts until you chose to leave or are forced out either through the being's own willpower or some outside force.

Teleportation (300cp)

You are able to teleport short and long distances with a planetary range (I.E. Anywhere on a planet). Aesthetics are up to you, so on and so forth.

Shadow Man (300cp)

You are capable of transforming into a two-dimensional, intangible shadow. Like a you shaped black mist you care capable of moving in 3-d space like normal but lack the ability to interact with much of anything. You cannot walk through walls but can traverse small cracks and the like. Maintaining the Shadow form may be strenuous at first, but can be mastered with time. Energy attacks can still affect you in shadow form.

Weather Manipulation (300cp)

You can alter the weather in a localized area. You can produce cloud cover, make it rain, make rain stop, raise or lower the temperature, make it snow, etc. The region you can effect begins at the size of a major city and its suburbs, but through training can be extended to the size of a province the size of kanto. As well the temperature range and power of the weather you can create will improve with training, eventually allowing you to conjure tornadoes, monsoons, or other extreme weather.

Corpse Parasite (400cp)

You can produce some form of parasitic extension of yourself that can inhabit and puppeteer corpses to your will. A puppeteered corpse retains all of their biological abilities. This can only function on mostly intact bodies. You can puppeteer any corpse up to your maximum size. Creating "parasites" is a lengthy and strenuous process at first, but you could potentially maintain as many as ten puppeteered corpses.

Knight of Mirrors (400cp)

You have the traits of a warrior from the Mirror Planet. This grants you the ability to generate and manipulate “mirrors” comprised of energy. These can be used to reflect attacks of all kinds. Knights of esmerelda may also teleport using reflective surfaces and may also partially move through reflective surfaces to strike across distances. Mirror generation can also be used to create illusions. Through time and training the size and complexity of your mirrors may increase.

Wormhole Generation (400cp)

Through some method you can produce a wormhole much like an Ultra, allowing one to cross great distances.

Bullton Force (400cp)

Your very existence stresses reality around you, resulting in all sorts of shenanigans. Around you random distortions to reality occur: inversion of gravity, warping of space, random teleportations, short time loops, and all other kinds of weirdness. You have no control over this, and this power is always on. Post jump you can toggle this power on and off, but still cannot control the distortions.

Jamilla Radiation (400cp)

You produce a strange radiation that results in monstrous mutations to beings exposed to it over long periods of time. The exact aesthetics of the mutations are up to you but they tend to be rather monstrous or disgusting. This radiation takes time to set in, and the longer a being is exposed the more they change. This won’t create very powerful beings, but sufficient time (years) can result in a giant monster with strength, speed, and endurance equal to single purchase of each enhancement. Do note that this radiation also corrodes the mind of those exposed, once they have completely lost their original appearance they will have completely lost their mind. This power is always on. Post jump you can toggle this power on and off.

Ultra Powers

Price is as listed, Ultras have many powers to begin with and as such do not have any further freebies. The powers of an Ultra grow with both age and training. Only purchasable by Residents of the Land of Light.

Ultra Armour (Free)

The skin of an Ultra. Its name comes from the fact that it acts like armor as much as it is skin. Each individual Ultra Armor is generally resistant to fire and lasers. Upon suffering a serious wound, particles of light may emerge from openings in the Ultra

Armor. It is also stated that Ultras absorb heat and light through their skin to produce energy.

Inner Workings (Free)

It has been stated that the insides of Ultras are not pure energy. They have bones and organs not unlike humans and possess organs humans do not have, such as a color timer, beam lamp, or sluggers. It should be noted that the injuries of an Ultra translate between their Ultra and human forms, unless they are joined with a host. Several Ultras have been wounded in ways that imply organic inner workings. Ultras have also shown considerable immunity to diseases and biological weapons.

Inner Light (Free)

Besides their physical features, Ultras are composed of light. It seems that Ultras are able to convert the light they absorb into a form of particle energy.

Longevity (Free)

Ultras live for many millennia, with a 5000 year old Ultra being considered as humans would a teenager. The oldest canon Ultra being over 300,000 years old. An Ultra's powers do appear to grow with age.

Ultra Beam (Free)

The majority of Ultras are able to fire an Ultra Beam from hands crossed in a T, L or even X style. This beam can also be fired in ways such as an outstretched hand or from a jewel on an Ultra's forehead. A basic Ultra Beam is powerful enough to destroy the average monster in one shot. Weaker blasts can be fired as bullets with a design of your choice.

Strength (Free)

All Ultras have displayed enhanced strength. For example, they are able to lift monsters their own size over their heads and throw them. Ultras with red bodies have greater natural strength than Ultras of other colors.

Endurance (Free)

Ultras are considerably more durable than human beings. They have shown resistance to lasers, Ultra Beams, lasers, fire, and high temperatures.

Reflexes (Free)

Ultras have shown to have enhanced reflexes, enhanced enough to react to and block bullets or shots from rayguns. Blue Ultras have greater reflexes than others.

Size Alterations (Free)

Ultras are able to change their physical size from microscopic to giant. Microscopic caps out at the size of a virus, and giant caps out at around 60 meters.

Mental Abilities (Free)

Ultras are able to communicate with their own kind and other beings through their telepathy. This telepathy is able to operate over long distances. Blue Ultras have stronger mental abilities.

Barriers (Free)

Ultras can erect energy barriers to protect themselves from enemy fire.

Flight (Free)

All Ultras have the ability to fly. They have also been known to fly interstellar and even intergalactic distances. Profiles on Ultras have stated that organs in their legs generate anti-gravity waves that allow them to fly.

Healing (Free)

Ultras who take on hosts are able to fully heal themselves between battles, while Ultras in human form are not able to heal as quickly. In addition to this, Ultras are able to externally heal other beings. This draws on their internal energy stores and will leave an Ultra exhausted.

Assimilation (Free)

Ultras are able to share their life force with a human, fusing the two of them into one being. This act can revive a recently deceased person, though they will have to depend on the Ultra's energy to live.

Human Mimic (Free)

Instead of taking a host, an Ultra may take on their own human form. In principle, this body operates in the same way as a host body, and it shares any injuries the Ultra obtains in giant form. An Ultra may copy the appearance of another human being for their human form, or they may create their own appearance. Your more incredible powers are restricted in human form, preventing you from assimilating a host, turning into a travel sphere, using the Ultra Twinkle Way, using your Ultra Laser and Barriers, and changing your size.

Travel Sphere (Free)

Ultras are known for traversing space in the form of spheres of light, usually red or yellow in color.

Ultra Sign (Free)

A form of long distance communication between Ultras. Ultra Signs appear in the sky or space as a series of characters created from light. Usually only other Ultras can see them, with humans being unable to.

Ultra Twinkle Way (Free)

Ultras can create wormholes to quickly travel the vast distances of space.

Imprison (100cp)

A power of some Ultra, the ability to project an energy prison to hold a foe in a form reminiscent of an Ultra's Travel Sphere. A foe who has not been sufficiently weakened can escape from this prison. While contained the foe is nearly weightless, perfect for travel across the galaxy.

Reflector (100cp)

A power of some Ultra, the ability to create a "shield" capable of reflecting energy based attacks back at their source. A strong enough attack could pierce through this shield.

Comfort (100cp)

A power of some Ultra, the ability to project a ray or something similar to reduce the aggression of or pacify a foe. This is useful to quell the rage of more animalistic monsters and aliens.

Ultra Arsenal (100cp+)

You are in possession of some form of equipment from the Land of Light. For 100cp this can take the form of a protector, an enhancement to an Ultra's armour improving their defense, or some form of natural weapon with no further special features. Natural weapons include the "throwing" blades some Ultra have on their head.

For 200cp you have a more powerful Ultra Weapon, often some form of energy sword. These weapons are more powerful than the average Ultra's beam. It can take the form of any weapon of your choice.

For 400cp you have an Ultra Mantle, a cape capable of taking the form of any weapon or tool you so wish. These weapons are about as powerful as the 200cp Ultra Weapons.

Psychokenisis (200cp)

More common to Blue Ultra than Red, this is an extension to an Ultra's mental powers: allowing them a strong form of telekinesis, as strong as a Red Ultra's strength.

Power Type/ Sky Type (200cp)

You now posses the power of Type Change, allowing you to switch between your normal Ultra form (which can now possess purple details, or both red and blue details) to either Power type or Sky type. Power type improves your flight speed, while reducing your other movement speeds slightly. It also improves your strength and the damage of your Ultra Beam. Sky Type Improves all of your speed, but especially flight speed, greatly. It also grants a minor amount of regeneration and adds a freezing trait to your Ultra Beam. These forms can only be maintained for so long, as it draws on an Ultra's internal energy stores.

Miracle Type/ Strong Type (200cp)

You now possess the power of Type Change, allowing you to switch between your normal Ultra form (which can now possess purple details, or both red and blue details) to either Miracle type or Strong type. Type miracle has the highest flight speed of any Type, allowing an Ultra to fly at light speed. Miracle will also strengthen Psychokinesis if you possess it. Type Strong greatly improves physical strength and durability, slightly improves speed but actually weakens the Ultra Beam. These forms can only be maintained for so long, as it draws on an Ultra's internal energy stores.

Burning (200cp)

A form that can be assumed on top of your Ultra form. The Burning form adds gold details to your Ultra form, and improves your strength, speed, and durability by a generous amount. It also greatly enhances your heat resistance. While in this form you can ignite your body and produce burning explosions on contact. This form can only be maintained for so long, as it draws on an Ultra's internal energy stores.

Teleportation (200cp)

You are able to teleport short and long distances with a planetary range (I.E. Anywhere on a planet). This power is rather draining for an Ultra.

Digitization (200cp)

This represents an odd Ultra ability, with this you are capable of transforming yourself into data and travelling through digital space as well as interacting with and combating digital beings.

Junis (300cp)

An evolution of your Ultra form, an empowerment gifted by Ultraman Noa to the Ultras of the Nexus. Your form covered in tarnished or brushed silver armour, more than even a silver tribe. All of your Ultra powers and physical traits have been greatly developed and boosted by the power of the nexus of souls.

Dimensional Twinkle Way (300cp)

Only ever seen in the use of Ultraseven, this greater version of the Ultra Twinkle Way allows you to create a wormhole that will allow you to traverse nearby dimensions. This would allow you to travel from the Main Ultraman Universe to Tiga and Dyna's while in this jump, but not to the worlds of other jumps. Same once you leave, you can travel the the local multiverse but not be able to travel to the worlds of another jump. If you want you can have folding wings like Ultraman Noa.

Absorbtion (400cp)

The dark power of Ultraman Belial, with this you can devour the essence of a defeated foe, granting you a Type Change based on their powers. This will not grant you their full power or even all of their capabilities. This power does not work on god-like beings. These forms can only be maintained for so long, as it draws on an Ultra's internal energy stores. This allows you to add black patterns to your Ultra form.

Or you can use the power of Ultraman X to transform a defeated foe into an armament, a weapon/armor based on their powers. They are weaker than the type changes available to the Belial version, but can be stacked with type changes.

You must choose whether you have the Belial or X version, or you can purchase this twice and have both.

Rayblood Fusion (400cp [Incompatible with Junis])

Like the dark ultra Belial you have been fused with a being of powerful minus energy. Your silver components have turned black and gained a major increase in raw power. Your ultra powers have assumed a dark and villainous taint and dark colouration. You are also capable of absorbing large amounts of minus energy or similar dark energies in order to improve your power and may use these energies to temporarily assume an even more powerful monstrous form. While in this form your

absorbed dark energies are burnt up and you will revert back to normal when it is completely drained.

Items

100cp items are free for respective backgrounds, other are 50% off. The Earth Defense Force background gets an extra 400cp to spend in this section alone.

Earth Defense Force

Uniform (100cp)

The Uniform of one of the many Earth Defense Forces. Rugged and durable, but breathable this outfit is made from advanced materials. It comes with a pair of standard issue boots and a reinforced helmet. At human size the average monster would be unable to tear this uniform or break the helmet.

Meteor Badge (100cp)

A communications device, belonging to one of the Earth Defense Forces. This can be in the form of a pin, wristwatch, a pda, or even a flip-phone like object depending on what force you belong to. It is unjammable and has impressive range. The more advanced versions have radiation detectors, biological scanners, access to your organisation files, and even internet access. Since it would be unfair, the less advanced versions still have these other capabilities. Somehow.

-*Meteor Shuriken* (200cp)

Like Shin from the sssp, your communication device has some for of throwing weapon built in. You have an infinite supply of these and they can pierce the defenses of many human sized monsters.

Monster Translator (100cp)

An incredible gadget, this handheld device can translate the language of all aliens or monsters you may encounter. It takes only moments to adapt to a new language, and can even translate for animalistic beings without true languages.

Supergun (100cp)

A pistol-like device, this gun (the exact appearance depending on which Earth Defense Force you belong to) produces an energy blast of some sort. It deals respectable damage, and the beams of multiple can be combined for a stronger attack.

-*Spark 8* (200cp)

An attachment for the supergun, allowing it to fire rapid shots. The effect is best described as a handheld gatling gun that disintegrates its target in parts.

Paralyzer (200cp)

This is a form of anesthesia gun that fires a laser with a paralysing effect. It has been used in both a medical setting as well as paralysing human sized monsters.

Memory Eraser (200cp)

These flip phone style devices shine a bright light that erases all memories connected to specific keywords. Particularly keywords relating to Ultras and Monsters. Memories erased by this device can be stored on a computer database

Cooling Missiles (200cp)

Ordinance that can be equipped to a VTOL or otherwise heavy vehicle, these missiles are capable of cooling or even freezing targets. Enough hits could freeze a monster solid or extinguish a ball of plasma.

Electric Net (200cp)

Ordinance that can be equipped to a VTOL or otherwise heavy vehicle, this large net is capable of restraining many kaiju. Combined with it's electrifying effect, it can hold a giant monster and keep it stunned for a significant amount of time.

Spider-Shot (400cp)

A heavy atomic gun fashioned as a two-handed weapon - somewhat like a submachine gun with a massive barrel - it is clearly more powerful than the supergun and visually more impressive. It has three setting: Stun, Red Heat, and Heavy Damage.

Metamorphic Beam (400cp)

A bazooka like weapon, this strange device fires a beam of particles that can cancel out transformations, super modes, and size changes. It requires a few seconds of uninterrupted contact with it's target, but this makes a wonderful equalizer.

Jet VTOL (400cp)

A form of vehicle used by many Earth Defense Forces, this is a highly advanced jet with vertical take off capabilities. It is rather durable for what it is and can fly at incredible speeds, outpacing even modern jets. It is armed with missiles of various powers.

-*Hydrogen Rocket Upgrade* (200cp)

An advancement on the technology of the Jet VTOL, allowing one to go into space. It requires only hydrogen as fuel and can navigate in space just as well as it could in an atmosphere.

Underground Tank Pelucida (400cp)

A highly advanced tank-like vehicle with a huge drill on the front. This vehicle is capable of traversing the deeper levels of a planet, nearly down to the core.

Hydranger (400cp)

An advanced combat submarine, it is equipped and armored similarly to the Jet VTOL. It has no maximum depth, and has one special trick all its own: the Hydranger can split into two submarines! The Hydranger No.1 and Hydranger No.2 are both quite capable on their own. The one downside is that the Hydranger is quite small (even before splitting), seating only four (two in each when split).

Space Mammy (600cp)

The Space Mammy is a modified alien mothership, converted for use by the Earth Defense Forces. It has a max cruising speed of mach 3 and powerful lasers and missiles for defense. It possesses a lightspeed module, but it's a bit wonky: only six people can be on board when the Space Mammy is in its lightspeed mode. Maybe some tinkering could change that though.

Terranoid (600cp)

An artificial Ultra created by an Earth Defense Force. It has the basic biology of an Ultra, with full strength, speed, endurance, flight, Size changing, and access to an Ultra Beam. It accepts command from the Earth Defense Forces but since it lacks a "heart" it is vulnerable to having control hijacked by an outside force. Terranoid is not a full copy, and it drains its internal energy stores faster than other Ultras. This creates a time limit just under 3 minutes for it's use. Also be warned, its AI is just barely passable.

Galactron (800cp)

Originally an interdimensional invasion mecha, after it's defeat it has been repaired and adapted for use by the Earth Defense Forces. It has strength enough to throw around an Ultra and durability high enough to resist an Ultra Beam. It has a shield and sword attached to its arms for combat, can fire lasers from multiple locations across it's body, a super laser in its chest which requires a few moments to charge up, and a mechanical braid attached to it's neck that can be utilised like an extra appendage. Many of its more esoteric abilities have been lost in the remodeling, but it still has the

Organism Scan capability allowing it to scan beings to detect strengths and weaknesses.

Ultraman Suit (800cp)

A suit of powered bio armor, this suit is designed to enhance one's "Ultraman Factor". You do not have an Ultraman Factor, but what you do have is this special version of the Ultraman Suit designed for less capable individuals. It grants enhanced strength, speed, reflexes, durability, and the ability to turn giant. It also possesses a set of specium ray projectors on the wrists, designed so that putting one's arms in the classic position will cause them to fire a beam like an Ultra Beam. On the arms of the suit is a pair of specium weapons called the light swords. Like their names suggests they are used for cutting and slicing and can also be used to block weaker energy attacks. They can also be used as thrusters to propel oneself forward or into the air. This suit has limited energy stores which restrict the amount of time it can be used before needing recharging.

Alien Forces

Poisonous Cigarette Cartons (100cp)

A gift from Alien Metron: old fashioned cigarette machine and many, many cartons of "special" cigarettes. They are special because the filters contain a small transmitter that produces a wave which induces a violent rage in humans. The transmitter is activated by someone smoking one of the cigarettes. When you run out of them, a fresh shipment of the special cigarettes will arrive within a week.

Alien Katana (200cp)

A combat grade katana from deep space. Why is there a katana out there? No clue, but this one is strong enough to hold up in combat between two beings with super strength and durability. Noticeably this katana strengthens the energy from weapon enhancement and grows with size changing. The aesthetics of the katana are up to you, and I guess that means you could make it some other kind of sword if you wanted.

Space Rope (400cp)

A tool of the Alien Bunyo, this long piece of rope from outer space has some very interesting properties. Space Rope is supposed to be unbreakable, and it prevents anyone restrained with this rope from shapeshifting or size changing. Appearance wise space rope resembles a red cable. Is it really unbreakable? No, but it's pretty damn close; capable of restraining most members of the Space Garrison with no issue. I wouldn't try it on folk like Ultraman King, Ultraman Belial, or Ultraman Noa unless you want a rude awakening.

Battle Nizer (600cp)

A device used by the Reionyx that allow its wielder to summon a monster through a method called monsload. Through this the wielder commands the monster, but suffers a percentage of the damage done to the monster themselves. This is the standard model which can contain up to three monsters. You can only contain and control monsters of average power, no boss monsters for you. You begin with all three slots full, but should those be destroyed you have the means to replace them with a different monster.

-*Neo Battle Nizer* (400cp)

An evolved battle nizer. Though you cannot contain more monsters, and the monsters you can contain and control are still only average, this device enhances the summoned monsters with EX Modules. This greatly improves their powers, and may even add new capabilities to the monsters. They won't be unstoppable but they will have a much higher chance of defeating Ultras.

Flying Saucer (600cp)

A vessel of one of the alien races, this vehicle (which may or may not resemble a traditional flying saucer) is designed for long distance travel across space. It has limited FTL capabilities, and it has a flight range of intergalactic before requiring some form of refueling. This vessel is also equipped with laser weapons.

King Joe (800cp)

A combat robot made of the alien material pedanium. This metal is incredibly durable and grants King Joe enhanced strength, allowing it to go toe to toe with most Ultras. It also can produce an "electric shield" in order to defend against energy attacks, and the Eldritch Shot, a form of electrical energy attack that can be fired from multiple locations on King Joe's body. When multiple energy shots are fired at once they can combine into a stronger attack. King Joe's arms also have attachments that can be used: a drill, a sword, a beam cannon, a shovel, a shield, and a hammer. Lastly the secret of King Joe: he is in fact four space ships combined together. One ship makes the head and arms, another the torso, another the waist, and the last one the legs. The ships are space capable but lack FTL capabilities. When separated they can still fire the eldritch shot.

Resident of the Land of Light

Techtor Gear (100cp)

A set of training armor used by the Ultras, this suit limits one's strength and capabilities. Despite its limiting effect, the techtor gear still grants some armoring. You have a special attachment for the techtor gear as well: shock restraints. Sometimes the techtor gear is used as additional punishment to exiled Ultras, and the shock restraints can be used to prevent the punished from escaping the armor by delivering electric shocks painful enough to harm an Ultra.

Cosmo Techtor (200cp)

A colorful suit of armor worn by some Ultras for various reasons. It is rather durable, has compartments for stashing weapons of all kinds, and hides one's identity under its helmet. When the helmet is worn, even the usually rather observant Ultras have trouble discerning who it is under there.

-*Grantechtor* (400cp)

The invention of Ultraman Prometheus, this is a greatly improved version of the Cosmo Techtor. The Grantechtor works more like power armor, enhancing the strength and speed of the wearer as well as offering greater defense than the standard Cosmo Techtor.

Green Crystal Palace (400cp)

A lavish and roomy manor constructed of the green crystal used for building in the Land of light. It has all the amenities an Ultra would want (whatever those are), and even has a scaled down plasma spark to enhance energy generation within an Ultra's body. This appears either in the Land of Light or hidden somewhere on Earth. Post-jump this can follow you jump to jump or become a warehouse attachment.

Companions

Assault Team (100cp each, or 400cp for all 8)

You can create or import a companion for each purchase of this up to a maximum of eight. These companions have the Earth Defense Force background and 600cp to spend.

Planetary Invasion Union (200cp Each, 600cp for all 8)

You can create or import a companion for each purchase of this up to a maximum of eight. These companions have the Alien Forces background and 600cp to spend.

Jumper Brothers (400cp)

You can create or import a single companion into the Resident of the Land of Light background. They have 300cp to spend.

Jean-Jumper (400cp)

Here we have what appears at first glance to be a huge, highly advanced, FTL capable, spaceship. In truth it is much more than that. Firstly it contains a truly sentient AI by the name of Jean-(insert name of your choice here), and in it's bird mode has powerful missiles for use in combat. It is also capable of transforming into a "Bot" form resembling a humanoid in heavy armour the size of an Ultra. In this form it can fire it's fists as missiles, can fire an energy beam like an ultra, project an energy blade from it's arm, and is in possession of a weapon that can shift between a shield and axe. Normally they require emeralds as a fuel source, but this one has been modified to not require fuel.

Drawbacks

Maximum of +1000cp

An Age of Heroes +0cp

Ignore your era/universe roll. You begin in the main universe during the era of the original Ultraman and will continue until the end of the Ultraman Orb era. Thus you will be here from 1966 until 2026. Want to visit those other universes? You're going to need the ability to hop dimensions yourself, or try to hitch a ride with Ultraseven or Ultraman Noa.

Ultra Q +0cp (Can take no other Drawbacks)

You have arrived in the universe of Ultra Q in place of where you were supposed to go. The world is safer and definitely under less attack, yet it is stranger in it's own ways. The plot more like The Outer Limits or the X-Files than what you know as Ultraman. Kaiju still arrive but are defeated by human science with much less death and destruction. This is where you will be spending your next ten years.

Production Values (+100cp)

Oh boy, this universe looks like a sci-fi tv show from the 60s. Aliens look rubbery with zippers in their backs, Ultras just look like people wearing spandex, and you could swear you saw strings on that UFO! The production values of the universe has gone down, and while it won't make anything harder it will make it all feel less "real".

Literal Monster of the Week (+100cp)

You would like to be able to take it easy right? That will be a bit harder now for whereas before there might be a few weeks or even months between attacks, you will now be targeted by a giant monster once a week no matter where you go.

Even More? (+200cp)

Not enough for you? Fine, you get attacked once every second day. Meaning you will only have a single day to rest between attacks. Now, not all will directly attack you at first but be assured a new threat will appear every other day.

Fight for Justice (+100cp)

You are a servant of the light, a warrior for justice. You cannot help but try to help others in need, defend the weak, and save the day. Any situation where you could play the hero you will feel an incredible urge to do so. Attempting villainous or otherwise morally ambiguous acts is even harder than resisting doing good deeds.

Kaiju Issues (+100cp)

You aren't necessarily in any more danger than usual, danger sure seems to hang around you in rather inconvenient ways. Have a favorite bar or cafe? Kaiju stepped on it. New car? Gets hit by an Ultra beam as you get out of it. Out fishing? Merman steals all the fish you catch. It seems like you just have the worst luck when it comes to collateral damage.

Newbie (+200cp)

You are a young and inexperienced member of your background. This means that your powers and skills are less powerful and even less refined. You will take a long time to even get to the point you would have been at without this drawback and even longer to improve past that.

Exile (+200cp)

You are viewed as a criminal by the other members of your background. While they won't go out of their way to attack you, they will not respect or cooperate with you. You are also banned from the base of your background (land of light for Ultras, a random assortment of alien planets for alien force, any location related to an Earth Defense Force for that background), and may be attacked if you enter one of these locations. In universes without the Land of Light Ultras have the same ban as the Earth Defense Forces.

Men in Black (+200cp)

A group of Memory Police Officers are after you. They intend to erase any knowledge of preternatural occurrences from your mind. This isn't necessarily dangerous on its own, just annoying. But this can become incredibly dangerous when combined with any other drawbacks. If you can find where they are keeping them, you could recover your memories however.

Something Search People (+200cp)

There is a group of three human paranormal researchers, they call themselves the "Something Search People". They are annoying and have no sense of self preservation. These lovely folk are now your new best friends. For the length of your stay here you need to keep these three alive (vegetative state and/or interdimensional prison does not count as alive), and if you fail you fail the chain. Who they are and what they look like is up to you. If they survive you can keep them as companions and they only take up a single slot.

Control Issues (+400cp)

Hoo boy, it looks like something went wrong with your powers. And your tech. And anything else you want to use. All powers and equipment from this jump will randomly act up, usually at the least convenient time. Space ships stalling while trying to escape a hostile planet. Ultra Beam firing off accidentally and destroying a building. Size randomly changing and being temporarily unable to change back. This is going to be an issue for your entire stay here.

Rival (+400cp)

Much like Ultraman Orb and Jugglus Juggler, you have a rival. The exact nature of your rival is up to you but they are just as powerful as you are from the purchases you made in this jump. They do not necessarily want you dead, but they will mess with whatever plans you have even if it gives them no benefit. If you kill them, they will come back even stronger.

Enemy of Humanity (+400cp)

Well it appears you have been branded an enemy of humanity as a whole. As such the Earth Defense Forces will dedicate all the resources they possible can to your destruction. They have access to the most advanced equipment possible regardless of era. Naturally this will also bring you into conflict with any Ultras who have assimilated members of the Earth Defense Forces.

Minus Curse (+400cp)

You are incredibly vulnerable to minus energy. Exposure of any kind to minus energy risks you going berserk or even losing your mind entirely. Willpower and corruption resistance will help, but they will only go so far.

Jumper Spark Dolls (+600cp)

The spark dolls: mysterious figurines that can be used to summon monsters under the user's command. In cannon there were spark dolls of nearly every Ultra and Monster, now there are a few more. Those few more take the form of your greatest foes from previous jumps and your greatest allies from previous jumps. This in fact includes your companions, and they are in the possession of various foes you will face in your time here. The spark dolls do nothing for you if you somehow manage to get them out of the hands of your enemies.

Enemy of the Light (+600cp)

It appears you have escaped from the "Monster Graveyard" and are thus on the top of the Space Garrison's most wanted list. Ultras from the Space Garrison will regularly be sent to defeat and retrieve you. If you keep killing them more powerful or greater numbers will be sent to get you. None will be more powerful than Father of Ultra luckily.

Coming of Belial (+600cp)

Ultraman Belial, the shame and fear of the Land of Light, is coming for you. Himself he is a powerful Ultra with hundreds of thousands of years of experience, and possesses a variety of type changes like those described in absorption of many of the more powerful creatures in this universe. He is also in possession of the Giga Battle Nizer, allowing him to summon and command a variety of dangerous monsters. Lastly he is the strongest source of minus energy in existence, allowing him to enhance, enrage, and control monsters even without his giga battle nizer.

Children of Zagi (+600cp)

Zagi, a dark reflection of Ultraman Noa, created many Dark Ultra in his image. They are incredibly powerful, even more than many elder Ultra. These children want to see you dead. As time goes on more and more will come out of the woodwork. The most powerful one in cannon was the three faced Dark Lucifer. If you defeat him, then even more dangerous foes will appear.

Noa's Ark (+1000cp)

Ultraman Noa, the progenitor and god of all Ultras across the multiverse, has decided that Ultras would do better to rule over all. He has organised the Ultra forces of every universe and leads them in an attempt to conquer all before him. I won't make you have to defeat him, but these worlds will be in a bad way without anyone standing in the way of the Ultras.

Scenarios

Jumper: Saviour of Mankind (Earth Defense Forces Only)

In this world the Earth is under constant threat of alien invasion. All that stands between humanity and destruction is the Earth Defense Forces. Stripped of your out of jump powers, equipment, and warehouse access you must lead the Earth Defense Forces to victory without the aid of an Ultra. If Earth and it's people are mostly intact at the end of your ten years you will have succeeded. Should the Earth be successfully conquered or destroyed you will fail your chain.

Award: *Jumper Defense Force*

In all future jumps a fully staffed, equipped, and organised Earth Defense Force exists. This defense force has access to all technologies available to any of the Earth Defense Forces from the Ultra Series. More than that this force recognises you as it's leader and a champion of humanity and will follow your orders unquestionably. You can decide before you begin a jump whether the Jumper Defense Force exists in that particular universe.

Jumper Juggler (Alien Forces Only)

It's time to show those foolish Ultras and useless humans their place. While you have lost access to your out of jump powers, equipment, and your warehouse you have gained something in return: A Dark Ring. This artifact allows you to harvest sealed kaiju in order to gain a kaiju card, and then use those Kaiju cards to summon and control said kaiju. This can also be used to fuse kaiju cards in order to summon fusion kaiju bearing the powers of both. The final power of the Dark Ring is to negate the seals put in place by the Ultra Fusion cards. The Dark Ring can summon, control, and fuse monsters of any power level. You begin with Red King and Eleking Kaiju Cards to get you started. It is your task to conquer the Earth and slay all Ultras who attempt to come to it's defense. You will not leave this world until you have maintained the conquered state of this world for 10 years or die.

Or perhaps despite what you are you do not wish harm upon the peoples of Earth. You still receive the Dark Ring but your goal is changed: defend the Earth in place of an Ultra. If Earth and it's people are mostly intact at the end of 10 years here

you will have succeeded. Should the Earth be successfully conquered or destroyed you will fail your chain.

Award: *Dark Ring*

You retain your Dark Ring and all kaiju cards you have gathered. The Dark Ring can release seals and create Kaiju cards of creatures you encounter in other jumps, but you cannot gain kaiju cards of god-like beings until post-spark. The Dark Ring can also use two Kaiju cards to create a fusion monster.

Ultraman Jorb (Resident of the Land of Light Only)

Well Ultraman Jumper, you messed up. Some screw up in your past has not only cut you off from out of jump powers, gear, and warehouse access but also sealed you in your human mimic form, restricting your Ultra powers. Thankfully you have come into possession of something called a Orb Ring and a pair of Ultra Fusion Cards. With this artifact you can borrow the power of past Ultras, becoming a fusion based on the two of them. This doesn't grant you all of their powers, but a form and powerset derived from both. You are starting with the Ultraman and Ultraman Tiga Fusion Cards, but in order to keep up with the threats coming your way you will need to find the rest. Enemies will continue to come after you until it reaches a point where the standard fusion cards won't be enough to defeat your foes. When it gets really desperate you will be given the Ultraman Belial fusion card. Bad news though, the Ultraman Belial card will attempt to corrupt you. It will try to drive you berserk, leaving you with no care for collateral damage. The more you use it the more it will affect you. You will need to overcome the power of the Ultraman Belial card, because falling to its corruption counts the same as death.

Award: *Orb Ring*

You get to keep your Orb Ring and any Ultra Fusion cards you have acquired. But now that you have unlocked your actual Ultra form you also have a Fusion card of that, allowing you to become a fusion of your Ultra form and any of the other cards you have. Or still use any of the other fusions.

Alternately you can attempt this task with a Loading Knuckle, in place of a Orb Ring. This uses paired Ultra Capsules in place of Ultra Fusion cards. You begin with the Ultraman and Ultraman Belial capsules, granting you the "Primitive" form. You will continue to acquire capsules like you would cards. Since you will be utilising Belial more often the corruption will not be as obvious, but much more subtle and insidious twisting you much more slowly. If you are not careful you will fall to the corruption just the same as if you were using the Orb Ring. Should you succeed you will gain both the Knuckle to keep and a Capsule of your Ultra form.

End Choices

You know how this goes: Stay, Head Home, or Continue On

Notes

Post Jump the time limit on an Ultra on Earth is lifted.

Naturally you can only maintain one type change at a time, no matter how many you have. This includes those from absorption and the Burning mode.

Post Spark the limitations of Dimensional Twinkle Way and Absorption are lifted.

If you really wanna know some numbers, a normal Ultra is typically about 60 meters tall and in this state can move at mach 1 and has a gripping force of 40,000 tons (50,000 for Red Ultras). Exact details are a bit Iffy, the original Ultraman who assimilated Shin could fly at mach 5 (2 machs faster than most of the others) and lift 200,000 tons. I assume that means he is a bit older than most of the other protagonist Ultras.

The Ultra Background starts you at the age of around 6,800 (equivalent to early twenties for a human) giving you stats on par with Ultraman Mebius.

Ultras have male and female genders. Male Ultras begin growing metallic beards at the age of 40,000 years old. Ultra's can shave them somehow, as seen with Ultraman Belial's sideburns in his heroic form. Someone is going to ask, and no I do not know how Ultras mate.

All Ultra powers appear to have strange uses not originally obvious, like using an Ultra Beam to evaporate water. It appears they also gain new variations of their powers as they age.

Items can be bought multiple times, with the exception of the Terranoid, Galactron, King Joe, and the Ultraman Suit.

Jumper Defense Force and other genres

Want a Defense force in say… Exalted or Forgotten Realms? The technology they have access to will adapt to appear more like magic items or artifacts in order to better blend in with said universe. Go to the wild west? Steampunk. And so on and so forth.

Trinity: Neither the Dark Ring or Orb Ring available here will allow you to perform a Trinity fusion. Sorry. Nor will the Loading Knuckle allow such forms using more than 2 capsules.

Noa's Blessing perk and not power? Some humans and aliens have demonstrated similar capabilities.

Purchases denoted with an indent and dash mean that they require the purchase above them in order to purchase.

Canon Aliens

Alien Metron

Radio Waves Madness Infection (300cp), Telepathy (100cp), Machine Telepathy (100cp), Human Disguise (200cp), Size change (200cp), Fireball Missiles (200cp), Flight (200cp), Light Orb (100cp)

Alien Zetton

Zetton Breaker/Red Beam Laser attack (200cp), Light Bullets (200cp), Meteor Missiles (200cp), Teleportation (300cp), Enhanced Strength x2 (100cp x2), Always Giant (100cp)

Backoon

Puppeteer Parasite (300cp), Spores missile (200cp) Always Giant (100cp)

Darii

Body Control (300cp), Always Microscopic (100cp), Enhanced Durability x3 (100cp x3)

Mururoa

Space Moth Minion Swarm (100cp), Always Giant (100cp), Flight (200cp), Acid Spray (200cp), Smoke Screen (100cp)

Pigmon

Telepathy (100cp), Balloon form Flight (200cp)

Jugglus Juggler/ Maijin

Enhanced Strength (100cp), Enhanced Speed x2 (100cp x2), Enhanced Reflexes (100cp), Enhanced Speed x2 (100cp x2), Enhanced Duability x3 (100cp x3) Human Disguise (100cp), Size Changing (200cp), Flight (200cp), Weapon Enhancement (100cp), Energy Projection (100cp), Teleportation (300cp), Wormhole Generation (400cp)