

Heisei Super Sentai Part 3

~Super Hero Getter~

*A hundred beasts roar with **Gaoranger**. Gale force shinobi, **Hurricanger**. Explosive dino-guts with **Abaranger.***

One thousand years ago, a war was waged between humans and the demonic Oni Tribe Org. With the aid of the Power Animals, the ancient Gao Warriors were able to defeat the Org's leader, Hyakkimaru, and seal the Orgs away. The Orgs, born of the sadness and madness of humanity, have begun to return in the modern day of 2001. To combat them the Gao Priestess Tetomu and the Power Animals have selected five modern humans to take up the mantle of Gao Warrior, but to do so they must abandon their previous lives. They five come together as Hundred-Beast Squadron Gaoranger.

In the Hayate's Way Ninja Academy three students Yousuke, Nanami and Kouta are having trouble fitting in. Despite their lack of talent in the ways of the ninja their sensei, Mugensai, believes them to have great potential and regularly subjects them to rigorous training. They ditch an assembly in preparation for a competition with the Izakuchi's Way Ninja Academy, during which the evil Space Ninja Group Jakanja attack. His students and academy destroyed, Mugensai uses his ninjutsu to transform into a hamster in an attempt to escape but loses his ability to return to a human form. Yousuke, Nanami and Kouta arrive and battle the Jakanja but lack the power needed. Teleported away by Mugensai's daughter Oboro, a ninja technology specialist, they are chosen as the first Hurricangers in 200 years. As Enduring Wind

Squadron Hurricanger they fight to protect the earth, but they are not the only ninjas around here.

65,000,000 years ago a meteor hit the earth, killing the dinosaurs. Except that it did not, in fact it split the world into two parallel dimensions: the one we know, and one where the dinosaurs thrived. On the earth where dinosaurs lived on they evolved into the human-like Ryujin and the Bakuryuu, mechanical dinosaurs. Unfortunately they were not alone, evil entities known as Evolians emerged from the meteor. Searching for a way to defeat them, the Ryujin Asuka has crossed over onto our earth and seeks out humans who have DinoGuts; the power to tame and control Bakuryuu. The Evolians have followed him over and now it is up to the Blastsaur Squadron Rampage Ranger team to save both earths.

You arrive here in the year 2001 and will be here for the next decade. Here is +1000cp to help you on your way. Your gender is free to change at the start of the jump, and you can choose your age within a reasonable range.

Backgrounds

Drop-in

While the only sentai team that takes place in an alternate universe is a long ways off, there have certainly been a number of threats coming from across the dimensional borders. Haing from beyond those boundaries, will you become one of these threats? Or a Hero?

Chosen

You have lived a life as a normal person, although perhaps an exceptional one. Maybe you were a veterinarian, a martial artists, or even a fighter pilot. All that is looking to change with the coming threats on the horizon. Your past may be taken from you, but your future is still yours to decide.

Ninjutsu Student

A student of one of the ninja schools, most likely Hayate's Way but perhaps another, you have undergone training to become a ninja and bring honour to your school. You may even have a civilian life separate from your life as a ninja.

Gutsy Individual

There is something special within you, and it has pushed you to greatness your whole life. Courageous, confident, and ambitious would describe you well. You have always felt a connection to dinosaurs as well, but they certainly have nothing to do with one another right?

Servant of Darkness (200cp)

You are a creature of evil serving the Oni Tribe Org, Space Ninja Group Jakanja, Invasion Garden Evolian, or perhaps are an independent agent. You can choose to have either a human or monstrous appearance. You begin with enhanced physical power, greater than a human or footsoldier.

Perks

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

Drop-ins

Brachio-Singing (100cp)

Like a certain Bakuryuu you have a talent for reciting “poems”, in fact just like him you are great at creating poems based on puns relating to songs you know. You also just so happen to know the themes and songs for every sentai from Zyuranger through Abaranger. This comes with the ability to play your own personal set of themes, and all the songs of Zyuranger through Abaranger as background music that you can toggle and choose if others can hear.

Colour Coded (100cp)

You have the strange ability to change the colour any of your outfits, forms and vehicles a chosen colour (which you can change), and do the same to your immediate allies/companions a different colour.

Hexagon (200cp)

A foundation that never come into being, but perhaps you could do it. You excel at uniting disparate groups and encouraging cooperation between them. More than that, truly uniting them under a single banner and getting them to follow the same set of rules is much more easy for you.

Ninjas and Dinosaurs (200cp)

The spirit animals of the Gaorangers, the ninja arts of the Hurricangers and the Bakuryuu of the Abarangers are hardly the first of their kind, and they will not be the last. You are able to establish a theme for you and your allies, and will find other groups based around the same theme more commonly than others. These groups similar to yours will be much more friendly and willing to work with you and yours.

Astrom Royalty (400cp)

Like an alien friend of the Hurricangers, you possess the power of regeneration. What this means is that you can restore things to their original state. You are able to heal wounds, undo transformations, repair objects, and so on. Doing this is a severe drain on your stamina, and powerful objects or serious wounds will take a lot more effort and energy to regenerate. Unfortunately this cannot be used to restore the dead to life.

A Tradition of Toys (400cp)

Okay we all know super sentai and their wester counterpart might as well be giant toy commercials, but did you know it is a tradition for power rangers adaptations to use super sentai toys as props? Why can’t a jumper do the same? Toys somehow have full functionality in your hands, with some few restrictions. Toys of living beings don’t come to life, the toys power is limited to what can be found in super sentai, and a toy version will not be as effective as the real

deal. Other than that a toy ray gun will would like a ray gun, a nerf sword would really cut, and a toy of a transformation device would work as intended.

Angel's Blessing (600cp)

It seems you have acquired the powers of a particular angel from around these parts. Specifically the power to grant intelligent non-humans, such as a Bakuryuu, a human form. Unfortunately they lose all of their inhuman powers while in a human form, but can abandon their human form to regain their powers. If they abandon their human form you will have to transform them into a human again if they so wish. The process is simple and requires little energy, but the target must be willing. Just don't let Kami-sama catch you.

Arise, Beast Knight! (600cp)

A power from the ancient past, before the meteor split the world of men and the world of dinosaurs. It was lost on the dino-earth until now, being dragged into this world by your arrival. An ivory dino buckle with a titanosaurus dino coin, it has chosen you to become the TitanoRanger. As TitanoRanger you can use the buckle to summon a modified strengthening suit that grows you to 9 feet tall, and provides incredible strength and durability. As TitanoRanger you have a Thunder Slinger, a slingshot-like energy weapon capable of incinerating even upgraded foot soldiers with a single shot. Unfortunately there is only one of this artefact, so only one person among you and your companions may purchase this.

Chosen

First Chosen (100cp)

While Gaku, GaoYellow, was the first chosen of the Gaorangers it was Kakeru, GaoRed, who was the last chosen who became the official leader. For some reason, whether you were actually the first of a group or not, you are considered first amongst equals on any team you belong to. Your allies are much more willing to defer to your judgements and accept your leadership.

Relaxation (100cp)

You've lived a long life jumper, you deserve a bit of rest. You generally find yourself more welcome in places of relaxation such as bars, spas, and similar. You find rest comes more easily no matter how stressful a life you lead, and you benefit more from simple relaxation.

Never Give Up! (200cp)

The favourite saying of Kai, GaoBlue, especially when encouraging Sotaro, GaoBlack. Sotaro dreamt of being a champion sumotori, before suffering a career ending injury. It seems that Kai's energy and enthusiasm has infected you as well and as such you recover better from setbacks, never becoming disheartened as a result of failure.

On a White Horse (200cp)

Sae, the young martial artist who became GaoWhite, dreamt of a prince that rides a white horse who would come and sweep her off her feet. While perhaps not literally, you now

can fulfil this role. You have a romantic heart and greater charisma, able to sweep women (or men) off their feet.

The Thousand Year Will (400cp)

The ancient Gao Warrior Tsukumaro, Gaosilver, fell under control of the thousand year evil he used to defeat the Org. He retained control long enough to convince his allies to seal him away, but maybe now you could do better. Your will has been greatly enhanced, able to overcome corrupting and controlling influences.

Animal Empathy (400cp)

The veterinarian Kakeru, GaoRed, had a particular ability that you now share. You have incredible empathy with animals, and are able to understand and communicate with them. This applies to any animal life that is not entirely soulless, like the Org.

Totem Awakened (600cp)

One of the Hundred Power Animals has chosen you and become your totem. You may choose any of the Hundred Power Animals other than those belonging to the GaoRangers and GaoGod (See Notes). This grants you a G-Phone, a flip phone like device that allows you to summon your Gao Suit and transform into a Gaoranger. This transformation enhances your strength, speed and durability and allows you to intuitively use a fighting style based on your power animal. It comes equipped with a Beast King Sword, which can be used with a Gao Jewel to summon a power animal and initiate them combining, and a personal weapon based on your animal.

Reawakening (600cp)

It seems you were chosen once in the past. You stood alongside the original Gao Warriors including GaoSilver and was sealed away only to be reawakened in the modern day. You have incredible experience fighting against monsters in hand to hand and melee combat, and your strength and speed is great even when not transformed. If you possess a transformation device it can be changed into a bracer, and your transformation is empowered. Should you possess combining mecha you can form a full-sized mecha with only three instead of the usual five, and they are likewise empowered beyond that of a normal combined mecha. Mecha that already combine in three parts, like some found here, still receive the enhancement.

Ninjutsu Student

Ninja Academy Pupil (100cp)

You have an understanding of the basics of ninjutsu. Stealth, disguises, unarmed and armed combat, thievery, deception and so on. Your training currently is only mundane, and mastery is still a long ways off.

A Civilian Life (100cp)

Hiding in plain sight is a ninja tradition, as such you have several years experience at a regular civilian job. You could be a construction worker, a daycare employee, a small time singer, etc. Finding work in this field is easy for you no matter wherever you go.

Together, Apart (200cp)

There is not one, not two, but three independent groups of ninja working together here. The Hurricangers, the Gouraigers, and Shinkenger of the Unified Ninja School all are working towards the same ends yet all operate separately a decent amount of the time. Your allies don't seem to mind you running off on your own and doing your own thing when all of you should be working together as long as you continue to work towards the unified goal.

Ten Years After… (200cp)

Ten years can be a long time, and even once close comrades may drift apart. It seems however, that you are particularly talented at "getting the band back together". Hunting down and recruiting past allies to a new cause is easier for you, and you are certain to find your old friends no matter how far they have gone. Even those they may have moved on and taken up a less dangerous lifestyle will be willing to rejoin your side.

Ninja Arts (400cp)

It seems you've taken to ninja training well, learning several esoteric ninja techniques. Running up walls and across water, disguising yourself as other people, temporarily transforming into animals, limited gliding, and generating vibratory energies to destroy objects you are familiar with. You are still limited in the use of these, only being able to use them in the most basic way and then only for a short while. They can be trained to their full power however.

Ninja Gadgeteer (400cp)

Like Oboro Hinata, daughter of Sensei Mugensai and tech expert of the Hurricangers, you are knowledgeable in the development of ninja gadgetry. Technology such as the memory erasing Kuroko bots, the energy shield/invisibility field generator that hid the Hayate's Way school, or the Karakuri Balls and their mini-mecha. Unfortunately the secrets of the Unified Ninja School, and by extension the methods behind the creation of the Hurricangers, Goraigers and Shinkenger, is still beyond you.

Heir to the School (600cp)

As a result of your dedication, blood, or even just raw potential you have been named a true heir to your ninja school. You will be recognized as a true ninja, worthy of respect and fear to all who would know such things even in future worlds. You position has granted you another boon, allowing you to become a ninja sentai.

If you are a student of the Hayate's Way you have become a Hurricanger, and have your own Hurricane Gyro. A Hurricane Gyro is an arm brace which can fire infinite shuriken, and transform you into a Hurricanger by summoning your Shinbi Suit. This transformation increases

your strength, speed and durability and grants you access to special elemental jutsu, like Hurricane Blue's water blasts or Hurricane Yellow's tunneling and mine laying earth techniques. You also possess a special Hayetamaru weapon, a sword that can be charged up for an energy slash or combined with its sheath to become a rifle. You also possess a personal weapon like the Quake Hammer or Sonic Megaphone.

If a student of Izakuchi's Way you have become a Gouraiger, and have acquired a Gourai Changer. You can use the beetle-like Gourai Changer to summon the armoured, insect themed shinobi suit of a Gouraiger. As a Gouraiger you have greater strength and durability than a Hurricanger but less speed, and access to electricity jutsu. You are equipped with the Ikazuchimaru staff, which can be used as a spear or transformed into cross mode to be used as a large shuriken or circle moon mode to be used as an energy shield. You also have a insect themed personal weapon like the Stag Breaker or Horn Breaker.

Of course this universe is home to all manner of other ninja schools, and you are free to design a custom ninja school along the lines of those explained above. Regardless neither the Unified School nor any ninja schools from past or future sentai can be selected with this perk.

Unified Style (600cp)

You have devoted yourself to Lady Gozen, the leader of the original Hurricangers and the Unified Ninja School. As such you have forsaken your face and name, becoming akin to Asuka Kagura aka Shurikenger. This means your true form resembles that of a transformed sentai with an armoured vest, including the increased strength, speed and durability. You are in possession of a Spin Transform Shuriken Ball, which you can throw at a target to perfectly assume their appearance. While disguised nobody will be suspicious of you not being who you say you are unless they know the target. At any time you can call out "Tenkuu Shinobi Change" to return to your shurikenger form.

You are equipped with a sword that can be combined with its sheath to become a baseball bat. You have a variety of jutsu techniques to charge your sword with a variety of effects including freezing and thawing and plasma. You also have a technique to replicate your Shuriken Ball when struck with your sword in bat mode so as to hit a target with a thousand or more balls. You can also create these replicas to serve as tracking devices.

Lastly you can assume "Fire Mode" casting off your armoured vest and your helmet turning around revealing a second visor. In Fire Mode you are much faster and stronger. If you have purchased "Heir to the School" you can freely choose to combine your transformation deice with your Shuriken Ball, combining your Shurikenger form and the form provided by your other device much like an "upgrade" provided to the Hurricangers by a particular "unofficial" sentai.

Gutsy Individual

An Infusion of Guts (100cp)

The power that lies dormant within you has warmed your heart, in spite of any past you may have. You are capable of being incredibly friendly, warm, and loving no matter the circumstance. And despite some's outlook on life you will never be chastised or thought less of because of your good nature.

*Self Proclaimed** (100cp)

Like Emiri Sanjyou, the self-proclaimed AbarePink, you have incredible talent at naming teams, gear, mecha, moves and the like. You also have incredible skill at creating costumes, like her AbarePink outfit.

Gifted Genius (200cp)

Like most members of the Abarangers you have an incredible mind. Your intellect and creativity has taken a sharp boost, a med-school at age ten level boost. Who knows what you could do with a mind like this, hopefully something better than Mikoto Nakadai aka AbareKiller.

"Dull Goodies" (200cp)

It seems you crave excitement, and why shouldn't you? Living in a city while it's under siege by giants monsters does nothing to strike fear into your heart, seeing it more as entertainment. In fact knowing your transformation is going to blow you up the next time you use it would leave you ecstatic. You won't necessarily do anything you wouldn't do before, and you can still understand danger but the thrill of it will keep you going.

Hearing the Call (400cp)

The core members of the Abaranger team were not the only ones who answered the call of the Dino Guts. Although Ryunosuke's and Emiri's bodies could not handle the transformation they still heard the call. Now you too will hear the call, no matter its source. Whenever a "call" would be put out for new heroes, chosen ones, etc. you will literally hear it and be able to follow it to its source. Should you get there fast enough it is likely you would be the one to receive what it's giving, or at least a piece.

A Man of Influence (400cp)

Like Yukito Sanjyou you are a man of great influence, in this world there are all manner of people in high places that owe you or would like you to owe them a favour. Reaching out to all manner of contacts and convincing them to do what you want is child's play. In this and future jumps people will be much more willing to hand out favours to you, and if you have already helped them the favours they may be willing to give could be quite large. Like borrowing some secret agents or rebuilding your mecha.

Dimensional Drifter (600cp)

This is hardly the first time this world has been invaded by another dimension, and in such cases it can be hard taking the fight to the invaders. However it seems you have a

measure of the power possessed by Lije. You can send people a handful at a time, including yourself, into nearby dimensions. Naturally this can't send you into other jumps, only the local multiverse and until the correct era comes around there's no heading over to the Kyuranger universe. Post-spark this limitation is removed.

Filled with Dino Guts (600cp)

It seems you are full of the energy known as Dino Guts. Dino Guts is a spiritual energy that exists in the ground and within all beings, and is the energy of survival. This energy allows beings to achieve great things, the large amounts within you allowing you to use the technology that relies on Dino Guts and communicate with the Bakuryuu, even those which have yet to hatch. This applies to all dinosaurs and dinosaur descended/born lifeforms across the multiverse such as the Guardian Beasts of Zyuranger. Dino Guts energy can also destroy the parasitic/absorbing cells of Evolians and similar lifeforms and your natural supply protects you from such infections.

You have also been granted your very own custom Dino Commander Brace and Harp Key which when combined will summon your own "Attack Banded Resistance Suit" or AbareSuit. This suit channels your Dino Guts into enhanced physical attributes, and can even pull more dino guts energy from the earth to enter into "Abare Mode". Abare Mode is a powered up violent state where blades/spikes extend from the suit. Your Bakuryuu allies can communicate with you long distance through the brace. It also comes with a custom weapon based on a single dinosaur, which can have various special abilities such as elemental modes or alternate ranged/melee modes and the ability to write in the air or similar.

Servant of Darkness

Charcoal Grill Jumper (100cp)

Maybe you're not such a bad guy after all. As long as you are working as a civilian, such as making delicious food, people won't seem to mind you even if you are in the form of some hideous monster.

Owarai (100cp)

Like a certain clown ninja you have a massive repertoire of one-liners, puns and jokes. This comes with the charisma to pull them off, and make them seem malicious or somehow threatening no matter how goofy they are.

Drink like a Priestess (100cp)

When kidnapped by the Org, Gao Priestess Tetomu managed to drink them under the table. So as to avoid losing a bet to a priestess like the Poseidon Org you have acquired a massive alcohol tolerance and a natural talent for drinking games of all types. This won't stop you from getting a nice buzz going, but it would take a prodigious amount of alcohol to mess you up.

A Muse (200cp)

Art, true art, takes something unique. Inspiration is something even the greatest artists struggle with. Finding sources of inspiration for your art, whether that is painting, composing or something else, is no longer an issue for you. Even from nothing you can draw vague ideas that can be shaped into art, and if you should seek out sources of inspiration? It is as if fate guides you to just what you may need to pen your next masterpiece.

Clear Eyes (200cp)

Sometimes working with others for a long time or working as a part of an organisation with a particular goal, will blind you to subversion and manipulations. You have a keen eye and a trusty intuition which serves to warn you if another is using you as just a pawn, or directing the organisation you work for towards a different goal then what you believe it to be.

Chess Pieces (200cp)

Sometimes people just don't understand that they need to be sacrificed or that remaking the universe is a wise decision. Sometimes it serves one best to keep their true intentions secret and manipulate others towards that end unwittingly. Manipulating others comes to you as easy as breathing, and creating an organisation with a specific goal disguised as another is simple work. Others seem to have trouble seeing through your machinations.

Oni Ninpo (400cp)

It seems there are ninja among the Org Tribe, and you have been taught the secret ninja techniques they have developed. You have learned the shadow clone ninpo, able to create illusory copies of creatures you have encountered. These illusory copies are nowhere near as durable as the originals, but are still physical and capable of combat. You can also use this to summon shades of your opponents, linked to their lifeforce. If a shade is killed, so is the original. Unfortunately, creating shades has a backlash effect that creates a weakened shade of you. It is nowhere near as powerful as you and should it die, so shall you.

Iga Techniques (400cp)

There are also ninjas on Dino-Earth, weird. There sure are a lot of ninjas around here, isn't there? Regardless, you have learned an evil ninpo from the Evil Ninja Iga who was sealed away on Dino-Earth. This ninpo allows you to drain spiritual energies and use them to enhance your strength, speed and durability. Through this you could drain an Abaranger's Dino Guts, taking away their transformation. The drained energies would naturally recover given time, and the energy you have absorbed will dissipate as you use it. This ninpo can be used on crowds of people, but unnaturally powerful or strong willed individuals may be able to resist.

Golden Horned (400cp)

You have been upgraded, and are no longer an average monster. You have a monstrous shape, mechanical or organic, and a human guise you may assume. You have great physical strength, speed and durability when in your monstrous form. You also have some form

of unique power. Examples include firing homing missiles, entangling vines, generating a deadly miasma, creating illusions and other comparable effects.

Thousand Armed Jumper (600cp)

Your presence inspires a sort of religious awe and fear in others, like gazing upon a powerful demon. This is a result of you innate connection to Amatsu-Mikaboshi: the Evil Force. Your connection to the Evil Force grants you the power to create small, temporary black holes as a manifestation of its power. These black holes can only be maintained a short while since you are generating them as opposed to using the Raging Arrow and Grieving Bow. Despite that they are incredibly destructive and you and those you designate as allies are immune to the pull of these black holes.

True Org Master (600cp)

You have been fused with a replica Org Heart. It does not serve as a new weak point or strengthen you further, but instead allows you to forge new Org spirits. It drains you greatly, creating even a single spirit leaving you exhausted unless you are incredibly powerful. An Org spirit can combine with an inanimate object in order to become a physical Org. The spirits you create are equivalent to Baron Orgs, You can also generate Org “seeds”, which can be used to revive a defeated Org as a giant, but only works on a particular target once. You and other non-Orgs can ingest the seeds to become giant for an hour or so, and only one ingested seed works per week. The “resurrection” property only works on Orgs made from Org spirits that you have made.

Wicked Life Form (600cp)

You have become some form of parasitic, paramecium like life form despite whatever appearance you may have. This grants you enhanced regeneration, the ability to assimilate the biomass of others to heal and strengthen yourself, and the ability to infest locations and life forms. Infesting a location allows you to manipulate the location as if it were a body, even moving around. Infesting a person is much more difficult as those with great power, will, love, Dino Guts, or have a hostile physiology would be able to resist this. If you do manage to infest a living being you will be in full control of their body and powers, and assume a newly empowered monster form based on you and them. If your host dies, so do you and you will be forcibly separated from your host when moving on to another world.

Items

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

Drop-in

Dino-Ninja Suit (100cp)

A closet of strange clothing, made of tough materials. Leather jackets with matching pants and boots with various adornments, patterns and accessories that combine the aesthetics of ninjas and dinosaurs. They offer a decent level of protection all things considered.

“Toy” Shuriken (200cp)

A collection of what appear to be colourful plastic toy shuriken. You have a near infinite supply and you will never produce two of the same colour in a row. They are incredibly sharp despite their appearance.

Neko Wristwatch (400cp)

An orange wristwatch based on a youkai from the future that was defeated the the red Kakuranger, Hurricanger and a mysterious ninja who also hailed from the future. This watch has only a portion of that youkai’s power, but it is still impressive nonetheless. A set of buttons allow you to speed up or slow down a target’s (including yourself) movements. It can as much as triple or third the movement speed of a single target at a time. Considering its origins, I guess you could call it a “youkai watch”.

Baku Laser (600cp)

A weapon which resembles the aba laser, but with crystalline blue components. It can assume both a sword and gun form like the aba laser, but the Baku Laser’s true power lies not in its nature as a weapon. This weapon generates Dino Guts on its own, and can summon a pair of powerful Bakuryuu, CarnoRyutus and ChasmoShieldon. They have the physical capabilities one would expect from a Carnotaurus and a Chasmosaurus as well as freezing breath attacks. The two can combine together in order to become BakurenOh, a powerful humanoid mecha which wields a sword and shield. The Baku Laser’s second power is that once per jump you can infuse the weapon with your lifeforce in order to seal away a foe. Powerful beings may resist this, and your lifeforce can only take being used in this manner oncer per jump but takes nothing from you other than leaving you tired after use.

Chosen

Totem Roader (100cp)

A motorcycle based on an animal of your choice, or your power animal should you have one. It is fast, durable, agile and never runs out of fuel.

Dream Collection (200cp)

A collection of plush sentai, five to be exact. A plushie of Big One of JACKQ, Red Falcon of Liveman, MegaPink of Megaranger, GingaBlue of Gingaman, and GoYellow of GoGo Five. When you sleep near these plushies you will dream of these sentai, who will give you advice and teach lessons on what it means to be a Sentai.

Soul Bird (400cp)

A smaller power animal-like creature. It has the power to heal beings like the power animals, and can combine with any combining mecha to serve as a better cockpit and enhance its abilities. Special attacks from a combined mecha in particular are strengthened.

Animarium (600cp)

A massive flying island shaped like a turtle, like the one used by the Gaorangers as a base of operations. It is large enough to house all one hundred power animals, and is protected from detection via some magical method. Any inactive companions can reside on the Animarium, as can any power animals or similar living “mecha”.

Ninjutsu Student

Ninja Glider (100cp)

A hang glider that is capable of great speed and near flight through some unknown mechanism. They are surprisingly durable, despite their appearance.

Kuroko bots (200cp)

A dozen or so robots dressed in the traditional clothing of japanese stagehands. They are incredibly stealthy and have the ability to wipe the recent memories of a target by revealing their faces and generating a flash. They can follow simple orders about how and when to wipe memories but are otherwise not very clever and have little to no combat ability.

A Handful of Medals (400cp)

A set of medals like those contained in the transformation devices of the Hurricangers, Gouraigers and Shurikenger. These medals are labelled 1-16 and can be inserted into any transformation devices to generate Karakuri balls. These balls can become a variety of weapons or mini-mecha that can be wielded by or combine with other mecha. This does not include the legendary Karakuri balls.

Providence Unified Armament Ninjamisen (600cp)

A shamisen-like instrument, the sound it generates depends on the skill of the player. A novice would sound like a normal shamisen, but in the hands of an experienced player would produce sounds like an electric guitar through an amp. It has a gun mode and can combine with the weapons of a sentai to become all manner of sonic weaponry. Its true power, however, lies in its ability to summon Revolver Mammoth. Revolver Mammoth is a massive mammoth-like mecha that can combine with a full-sized or fully combined mecha to serve as a mount. It has its own energy blast attack, and can accept any of the Karakuri balls to perform special attacks. When combined with a mecha, together they can combine with nearly all of the Karakuri balls simultaneously to perform the powerful “Ultima Rainbow” attack.

Gutsy Individual

Ride Raptor (100cp)

A velociraptor-like creature that is not as intelligent as a Bakuryuu, and is instead closer to a horse in intelligence and even eats hay. It is a colour of your choice, likely your colour if you are a sentai, and is a well trained and fast mount. For some reason it makes the same sound as the kaiju Gigan.

AbaLaser (200cp)

A sidearm that can take the form of a gun or a sword. In gun mode it fires an energy bullet that can pierce a meter of concrete and in sword mode can slice through 50cm of iron.

Dino Curry (400cp)

Dino Curry is a restaurant run by an older gentleman named Ryunosuke, who had the dino guts to become an abaranger but his body could not handle the transformation. Instead he allowed the abarangers to use his restaurant as a base of operations. After the events of abaranger Dino Curry became a very popular brand and spread across the earth, and its various locations have been visited by all manner of sentai. You know own your own small franchise of Dino Curries all across japan, and they will continue to follow you into future jumps if you so wish. They will always make some money without you having to do anything, and they make great hideouts.

StyRiser (600cp)

A shield which resembles the head of some form of dinosaur, and can extend a sword from it's top. This shield can be used to absorb the Dino Guts of others who give it willingly to enhance the powers given by a transformation device. It provides greater armouring on the transformation and turns the device in question golden. In the enhanced form provided by the StyRiser you can perform a special technique wherein you pull an opponent into a small pocket dimension under your control which can be manipulated to aid in the destruction of a foe. If you lack allies to draw additional Dino Guts from it can pull from the earth, but will take a while to charge up.

The StyRiser comes with a Sty Bakuryuu, the same kind as the shield is shaped after, and a DinoCarry weapons platform. This specific Bakuryuu can assume a humanoid form by combining with the DinoCarry which becomes the lower body and provides a pair of special melee weapons which can be combined in a variety of ways and a helmet. This combined mecha can combine with other mecha (requiring at least four others) to become an even greater mecha.

Servant of Darkness

Composition Equipment (100cp)

An infinite supply of all kinds of paper, paint, drawing utensils, and various other art related goods. Easels, cloth, glue, all kinds of goodies.

Hexanoid Gauntlet (200cp)

A gauntlet, resembling the abdomen of a bee. This gauntlet is capable of generating and controlling all manner of bees. It can also create bes with special powers, although in a limited fashion. Drawing on your internal energy to create special bees, these bees can have stings with effects such as shrinking a target, creating clones of a target that can only take on hit, paralysis and other simple effects.

Armour of Darkness (400cp)

A suit of powerful armour accompanied by a great axe and a shield. When worn, it transforms the bearer into a powerful monster bent on destroying everything in sight and loyal to you. When defeated the armour will attempt to take over the one who defeated the previous wearer. A target with great power, a strong will or great love could overcome the armour's control.

Parasite Fortress (600cp)

A large fortress with a rocky exterior, entwined by a massive centipede-like construct. It is a space capable vessel, equipped with interstellar FTL. When landing on a planet the centipede will connect with the planet, drawing power from the very planet itself. While powered is has an incredibly strong force field, that will only allow those authorized through. The interior is well furnished with a lab, meeting hall, etc..

General Items

Jumper Medal (100cp, may be purchased multiple times)

There is a fair amount of transformation devices around here, and chances are you are bringing a few along with you. For 100cp each you can combine any two transformation devices, provided one component is from here. E.X. You combine your G-Phone with another transformation device, then you can combine that with another for an additional 100cp, and so on.

Mecha

Mecha (400cp, Discount Non-Villain)

You have a personal "mecha" similar to those used by the sentai teams in this jump. You can choose from any of the types present in the Megaranger-Timeranger series. Models like Tenkuujin or Bakuryuu Brachiosaurus are purchasable or you can get a mecha comparable to those mentioned above but made to your specifications. For an additional 100cp you can import a mecha to acquire these traits.

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

Power Animal: The hundred beasts of the Gaorangers, living mecha that resemble animals. They have the powers one would expect from giant versions of animals. Unlike many mecha, each power animal is meant to serve as a specific part of a mecha. They come with small orbs that represent them which can be used to summon them by inserting it into a Beast King Sword. If you have purchased Totem Awakened you receive your totem power animal for free. If you have purchased Totem Awakened and Reawakening you receive two additional power animals for free. Purchases of additional Power Animals for 100cp is not limited to five

due to the sheer number of them. You cannot purchase the Power Animals which comprise GaoGod.

Shinobi Machines: Mecha based off of animals, which are aligned to an element and are capable of performing a special attack based on that element. Only three Shinobi Machines are required to form a full sized mecha. Mecha combinations that use at least one Shinobi Machine may cast off the additional armour that a the Shinobi Machine provides to acquire a major speed boost for sixty seconds. Alternatively you may acquire an insect themed Shinobi Machine that comes equipped with powerful weapons such as three built-in cannons. Only two insect types are required to assemble a full sized mecha. Each Shinobi Machine comes with a ninja medal that can be used to summon them. If you have purchased Heir to the School you receive a Shinobi Machine for free.

Bakuryuu: Mechanical dinosaur-like life forms from dino-earth. A Bakuryuu has the traits one would expect from a dinosaur and an additional trait such as a drill tail. Bakuryuu can combine in three or even two part combinations. Each Bakuryuu comes with a faceplate which can be placed on a Dino Commander to summon them. If you have purchased Filled With Dino-Guts you receive a Bakuryuu for free.

Beast Knight God King Brachion (400cp, Discount Non-Vilain)

This large, intelligent titanosaur themed mecha has a set of cannon built into its chest and tails. It is very powerful on its own, capable of taking on a tank-like formation, and can serve as a mount to another mecha. If you also possess Dragon Caesar or another similar mecha and a fully combined mecha, all three can be combined to serve as a massive and powerful mobile weapons platform. This mecha comes free with Arise, Beast Knight and only one person among you and your companions may purchase this.

Forces of Evil

Jumper Tribe (400cp, Discount Servant of Darkness)

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

Thousand Hand Jumper

Hurricane Dark, your personal assassin. This being resembles a Hurricanger, wearing traditional ninja garb over its armour. It even comes equipped with a Hayatemaru sword. It has the Ninja Academy Pupil and Ninja Arts perks, and attributes equivalent to a

Hurricanger as well as an infinite supply of shuriken. It never talks. Counts as a follower unless imported as a companion.

True Org Master

A massive underground cave complex called the Oni Cave Matrix. It is vast, labyrinthine, and filled with all manner of carvings and statuary. These statues depict all manner of monstrous, oni-like creatures. They serve as excellent vessels for Org spirits, and Orgs created using them are more powerful than those created from ordinary objects but lack the special abilities they would gain from said ordinary objects. The cave has several entrances to the surface, and you are aware of all of their locations.

Wicked Life Form

A large and beautiful tree, which produces some peculiar berries. These are Life Berries, which can be used to create monsters out of art. Pulling creatures out of portraits, or creating physical manifestations of musical compositions. You can determine whether this creates a normal sized or giant monster, but they cannot change size. The growing of Life Berries is a slow process, maybe creating one a week and the tree itself requires a measure of care.

Companions

Another-Another Earthlings (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 canons sentai team for 400cp

Drawbacks

Nekomata (+0cp)

This is a world home to many heroes, perhaps you have seen them before. Past Sentai, Riders, Metal Heroes, and even a Precure or two has shown their faces. By taking this the events of all previous sentai are canon to this world, including changes you have made. On occasion you may encounter other heroes as crossover events and if you have met them previously they may well remember you, for better or worse. You may even encounter a red ninja from the future, and when his era comes along, should you maintain the continuity he will remember you from now.

I Was First (+100cp)

It seems others don't like to follow your lead. No matter how much your prove yourself everybody is going to treat you as second fiddle to someone else. And the person they treat as in charge will more often than not ignore you and your ideas.

Dino-Earth Denizen (+100cp)

You will arrive here not on our Earth, but on Dino-Earth instead. Unfortunately your purchases from here including any transformation devices provided by perks is hidden away on our Earth. For some reason your dimension hopping powers are also out of commision, which means if you are going to find your way to the other side you will need to find your way through the Invasion Garden: the home base of the villains of Abaranger.

An Omen (+100cp)

Three meteors have crashed: one on Dino-Earth, and on our earth. The meteor contains a legend telling of your coming and describing your out of jump powers. If you are on the side of the heroes they will be found by the Org, the Space Ninja Group Jakanja and the Evolians. If you are a villain they will be found by the Gaorangers, Hurricangers and Abarangers instead. Oddly, they don't mention anything you have acquired here.

A Failure of a Ninja (+200cp)

It seems you have been skipping out on your training. For the length of your stay here any attempts at stealth, long term deception, disguise, and use of throwing weapons is doomed to fail, typically in an embarrassing way. Even in regular combat you seem a lil' more clumsy.

Unsuitable Body (+200cp)

Whether due to age, illness, or them just not liking you it seems that your body has become unsuitable for transformation. You are unable to use any transformation devices either from here or elsewhere, as well as any equipment relating to them such as sentai mecha.

Career Ending Injury (+200cp)

Like GaoBlack you were an athlete once, but have suffered from a severe injury that ended that career. Whether a damaged knee, shoulder or something else major it will constantly act up and get in your way for your time here and nothing will be able to heal it.

Trapped as a Rodent (+300cp)

Like the sensei of the Hurricangers you have been transformed into a small rodent such as a hamster and are now trapped in this form for the entirety of your decade here. While you have retained your powers they have been weakened, and any durability and regeneration you had has been severely nerfed. A kaijin could probably stomp you to death.

Splinter (+400cp)

It seems on Dino-Earth there is a creature akin to the Wicked Life God, who was similarly split in two. It has a powerful vessel on Dino-Earth, and its vessel here is you. It is after you, and whenever the two of you are near the part of this creature within you will begin to fight for control of your body. Should you fall to the control of this entity or be forcefully merged with your other half it will count as if you have died.

Notes

-The Gao Beasts of the GaoRangers are Lion, Eagle, Shark, Bull, Tiger, Wolf, Hammerhead Shark, Alligator, and those of GaoGod are Leon, Condor, Saw Shark, Buffalo, and Jaguar.

-The Gao Jewels contain the souls of the power animals, they are not marbles, do not eat them. You know who you are.