There's a noise in your ears, an obnoxious ringing that feels like it's pressing needles against your forehead. That's the first thing you're aware of as you realize your surroundings - a dimly lit room, the windows and furniture covered in tarp. The moment you take a deep breath, you realize some part of you didn't make the trip...the only object in the room that isn't covered or hidden in a person-sized mirror. Looking inside, you see...you. You, as in, the person you became at the very start of your journey. Dressed in otherwise ordinary clothes.

[None of your perks, items, companions, or anything related to your Warehouse are available. Bodymod is intact, along with mundane skills you could have learned as your old self.]

Sure enough, trying to access any of your tried-and-true abilities fails. Is this another one of their games? Some new twist to your journey? Taking your powers away is pretty annoying as far as cliches go. Before you can express confusion or annoyance for very long, however, you look back into the mirror and see someone else standing in front of you - a tall and dark man with a thick brown trench coat, his hands in his pockets and an icy, stoic look on his face. A quick glance in front of and behind you tells you that his image only exists in the mirror.

Then, he speaks.

"Jumper." His voice has an almost otherworldly echo behind it, his eyes staring at you unblinkingly as he speaks. *"This world has taken something from you. Something only I can return to you. Until you regain it, your journey will not continue, and you will be in mortal peril."*

Any attempts at questioning the man, he seems to go on to ignore. He takes a small black box out of his pocket and shows it to you, before throwing it to you. It emerges from the mirror and you instinctively catch it with your hands.

"If you want to regain what you've lost, you must defeat the other 13 Riders. Only then will what was lost be returned to you."

You get the feeling from his tone 'defeat' doesn't just mean 'beat in a fight'.

"Fight and win, Jumper. Then everything you've lost will be yours again."

The man in the mirror walks out of view, vanishing from sight, thankfully taking the loud ringing noise with him. You look at the black box he handed you, and can see a few cards sticking out of it...though they all look blank except for two cards reading 'Seal' and 'Contract'.

Something else catches your attention. The ringing returns, you can hear the sound of chittering, snarling, and growling...coming from the windows, the furniture, and sounds between the walls, still covered and hidden from sight. A glance back at the mirror shows you a monster,

vaguely humanoid with long claws, staring at you. You can see something red dripping from its maw.

Leaving seems like a good idea. As you descend down the staircase of the abandoned house and walk outside of it, the man's voice echoes to you one last time…

"If you do not fight, you will not survive."

Kamen Rider Heisei Part 2: Ryuki
A Jumpchain Gauntlet/Jump
Act 1: The Mirror World

You start with 0 choice points.

You leave the abandoned house where you met the man in the mirror, the black deck box in your hand. The ringing noise is thankfully gone as well, and you soon find that you're not too far away from an urban city. Japanese street signs along the road helpfully indicate what country you're located in, and you can see the sun rising on the horizon.

Whether you choose to avoid large crowds or explore the outskirts, that dreaded ringing noise returns minutes later. That's when you catch sight of them…

Drawback: Mirror Monsters
Pick one of the following.

[+0] A single monster - similar to the one you had seen in the house - is walking along a row of windows, moving in the reflection as though it were the open ground it mirrored. It watches the pedestrians going about their business...until one person is caught alone. It reaches out of the mirror and pulls them in screaming. Should nothing stop it, they disappears into the mirror, and you can hear crunching noises from the other side of the mirror alongside their terrified, pained screams...until the screams stop. This happens quickly, and no one else seems to have even noticed their plight. **Mirror Monsters will periodically emerge from reflective surfaces to snatch away and devour unsuspecting victims. You can detect them by the ringing noise that ensues from having your Advent Deck on hand, which will let you track their movements. This will happen regardless of what you choose.**

[+100] A single monster - similar to the one you had seen in the house - is walking along a row of windows, moving in the reflection as though it were the open ground it mirrored. It watches the pedestrians going about their business...until it sees you. Its gaze doesn't move from where you're standing, and the monster shadows your movements. Eventually, it is gone...but only from sight. **Mirror Monsters are particularly aggressive towards you - apparently, you taste extra delicious. You will be attacked by a monster at least once per week.**

[+200] It started as little things dancing from the corner of your eye, but you soon see it - not one, but several monsters running along like a wolf pack together. To your left, to your right, in the windows, in the waters...eventually, two of them leap out and lunge at you. Your 'Seal' card glows from within the Advent Deck and they're repelled, vanishing back into the nearest mirror before fleeing. Somehow, you know they'll be back. **Mirror Monsters are incredibly aggressive towards you - to the point of prioritizing you first for a meal or a fight. You will be attacked at least once a week by Mirror Monsters, sometimes in 'packs' of three or four.**

[+300] At first, it seemed like you had only gone mad. But when you found yourself face to face with a reflective building, several stories tall, you could see them - rows upon rows of the monsters, pressing against the surface of the mirrors like a swarm of angry hornets pressing against a wall. All of them watch you. Waiting. Somehow, you know the only reason they haven't lunged at you is your Seal card...and that it's not just hunger they're looking at you with. Every single one of these monsters hates you. They hate you so much. **Mirror Monsters from all over the city consider your death their number one priority. You will be attacked daily - sometimes by singular monsters, sometimes by swarms. Your stay in this world will be a living hell.**

After that grisly encounter, however it ended, you find yourself wandering aimlessly again. No, that's not the current way to describe it. Rather, it feels like you're walking along a guided rail, as though fate were pushing and pulling you in a particular direction. It's the same feeling when your benefactor presented you with this offer, along with the choices they may have given you up to this point.

Finally, you see where your feet have been taking you - a small table in a park with a man carefully setting down a candle in the middle. He looks up at you with a calm expression, before he motions for you to take a seat. He speaks as he lights the candle carefully with a match.

"I can see in your eyes that you've met with a terrible fate." The man says. He introduces himself as Miyuki Tezuka, and claims his predictions are always true. He says he can perhaps help you find what you're searching for if you take a moment to have your fortune told…

Choose as many or as little drawbacks in the following section as you want.

Wait A Minute…! [+100] "It seems that you're seen as someone who is foolish or naive...you may have a difficult time convincing other to see your point of view." **The other Riders and people in general are reluctant to take you seriously or listen to what you have to say. You will need strength and considerable evidence to back up your words.**

Inept Anon [+100] Tezuka pauses in his reading and stares at you carefully, trying to keep a straight face, or perhaps searching for a way to phrase this next reading lightly. Finally, he outright says it. "You're an idiot." **Your intelligence and common sense has taken a slight nosedive. While you won't be dumb enough to try and convince an angry serial killer to stop fighting, or lose sight of your ideals and goals, you're now more gullible and easy to trick.**

An Apathetic World [+100] "You seem to be burdened by earthly, everyday troubles...these things will weigh you down." **You're a little more unlucky not in battle, but everyday life. Your hiding places are more easily discovered, holding down a job or finding money to live on is difficult and very stressful, and attempts to make your mundane life in this world better will be an uphill battle at best. This makes fighting in the Rider War harder...or easier, depending on how determined you are to get this over with.**

The Lonely Jumper [+100] "You are a very difficult person to deal with." Ow. **Your social skills have taken a dive, and you've become a little more hostile, like a non-romantic version of a 'tsundere'. You tend to refuse to explain yourself to your friends or allies, and often wander off to work on your own.**

Gorou's Curse [+100] "Please stop that." Tezuka says suddenly. You just realized you were trying to whistle to pass the time...and it sounded pretty terrible. **You have an absolutely terrible whistle and cannot hold a tune to save your life. You also feel the urge to whistle,**

hum, or sing whenever you're bored. You will annoy many people with this, yourself included.

Tatakae Wa [+200] "You are…" Tezuka trails off and murmurs something to himself. A discovery? A prayer? Maybe even astonishment, judging from his tone. "Someone who is constantly pulled into conflict." **No matter how hard you try to hide or run away, you will end up fighting a Rider or two at least once a week, and often in situations you're at an early disadvantage in - no traps or prep time for you. Surviving or even winning is entirely in your hands. But if you do not fight, you will not survive.**

Never End [+200-+400] - "Karma from a past life is bound to catch up to you." **You are not the sole 'dark horse' entry into the Rider War - old friends, foes, even companions from previous jumps have received Advent Decks and are required to participate. Each one has a good enough reason for a wish that they'd be willing to kill you to fulfill it...if they lack such a drive or are unshakably loyal, then they simply are not here. Maybe even to undo your actions from a previous jump, or to set themselves free? Or maybe even for what they think is your own good? The rules are clear, however - you must be the last one standing, and that means either slaying your foes a second time or cutting down your oldest friends. At least all they have right now are human forms and Advent Decks...for now.**

For +200, this only includes old enemies who you'd have no reluctance to slay. For +300, this includes rivals, allies and foes-turned-friends from previous jumps who had some bond to you. For +400, this includes companions who have any reason at all to turn against you or to seek a wish of their own - and they've received assurance the end of your chain isn't the loss of their wish. If it needs saying, companions who are struck down from this drawback are unavailable for the remainder of the jump - and will likely have some words to exchange with you when this is over.

If you lack previous jumps before this one or miraculously have no one who fits this description, this instead creates more Riders who act as foil to you, representing some of your best and worst traits, each more deadly than the last. Regardless of which version, for +200, this adds two more Riders, four for +300, and eight for +400. This may only be taken once.

Absolutely Vexing [+200 or +300] Tezuka's gaze moves from the flame of the candle to your eyes. He seems more wary now, and says your reading in a careful, calm voice. "You are someone who creates chaos and conflict in the lives of others." **You are naturally disposed towards violence. For +200, you are hot-tempered and eager to brawl at the earliest opportunity, making you blind to setups or traps if someone angers you...and this is an easy thing to do. For +300, you're an outright sociopath and likely serial killer. You feel no joy or happiness in life outside of murder and violence.**

A Monstrous Hunger [+200 or +300] A chuckle escapes the fortune teller's lips. "You are someone who is afflicted with a great need for food. You should be careful about that." **You need twice as much food as you normally would to avoid starvation or hunger fatigue for +200 points, and three times as much for +300. Considering you are starting without any past jump properties or any money to speak of, this is problematic.**

Mirror, Mirror, On The Wall…[+300] A look of confusion crosses Tezuka's face as he stares into the flame. He bites his lip and a worried expression soon appears instead, but he says nothing. **There is another you - a 'you' that never went Jumping and otherwise lived a normal life to this point, the same age and life you were living before the chain began. They do not know about you or the Rider War, but for some reason have ended up in Japan, and in this very city. Should they die at any point during this gauntlet, you will as well...and Mirror Monsters will begin hunting them exactly one month after your arrival. Fate will conspire to let you two cross paths before then, but they are utterly helpless without your help.**

Eyes On Me [+300] "The most danger you will encounter will come from the window of the soul." **You know how Mirror Monsters can emerge from any reflective surface? A notable exception is the human eye...at least, until now. Size and logic be damned, Mirror Monsters and and will lunge out of the eyes of others to attack you or random civilians, often with very little warning. Consider how many people will start staring at you when you act alert or strange, and you can quickly understand why this would be a problem. They also tend to damage their 'gateways' fatally in the process…'Exploding Eyes Syndrome' will soon become an epidemic.**

Alive A Life [+500] "Blank." Tezuka says, decisively. "You future is completely blank. There is nothing there. After a point, it just..." 'Ends' is the word on his lips. You feel a chill descend down your spine. **Is this truly a future you wish to accept? Your life is now inexorably tied to the Rider War in a way beyond simply regaining the right to continue your chain. Think carefully before you take this, for it drastically changes what you will encounter in the future. For now, know that one Kanzaki Yui must live to the deadline of the Rider War - her 20th birthday. Should she die at any point before then, you lose your chain and go home. Period.**

You're likely a little bit miffed at how grim your fortune is sounding so far. Before you can voice an objection or walk away in a huff, however, Tezuka raises a finger and continues on. "But life is not just misery, is it? You have some things that will aid you in the near future, as well."

Perks:

Hand to Hand Combat [100] - "You are someone who is likely to prevail using their fists." **You are now a master of a single mundane martial arts style of your choosing. You can probably match Gorou in a hand-to-hand streetfight. This can be bought multiple times.**

Gun Training [100] - "You are someone who has practiced on the firing range before." **You now have training in using modern firearms.**

Melee Training [100] - "You are used to making do with what you have." **You now have training in using blades, bats, or other types of sharp or blunt weapons. You also are good at using improvised weapons along those lines.**

Like A Hobo [100] - "You tend to prefer self-reliance above all else." **You now have the minimum survival skills of a Japanese hobo. You know how to scavenge for food and shelter in an urban environment, and can miraculously consume expired or disgusting edibles without a gag reflex or poisoning. Won't work on actual poison or deadly materials, of course.**

Super Jumper [200] - "You are a charming person, and very popular with others." **You have excellent social skills and can quickly make new friends after spending a day with them, or just hearing you talk for a long time. For some reason, though, this doesn't make you very good at romance. It also doesn't help if you tried to kill or betray a person - not going to make friends that way!**

Anon, You Idiot! [200] - "You have a unique charm that rubs off on others." **You may come off as eccentric or particularly stupid, especially if you're opposing someone not to kill them but just to get them to hear you out. This doesn't do much initially, but the more time you spend with someone, the more your strange or dumb behavior rubs off on them and they'll be more accepting of you and willing to take what you say seriously. Won't stop Riders from trying to kill you when the chips are down, but they're more likely to hesitate or back out if you were truly their friend beforehand. You're just their lovable idiot, after all.**

Don't Vex Me [200] - "You are very determined to overcome opposition." **When you hold a vendetta, you're damn sure to follow it up. You may declare one individual or group of people as your personal archenemy, with the effect diminishing more depending on the size of said group - this does absolutely nothing if you declare yourself 'foe of humanity' or 'I hate everything on planet Earth'. But for smaller groups or singular people, your**

attacks do more damage, your tracking ability to find them is more effective, and you just find the right moments to confront them for a brawl or dispute. This won't ensure victory, but you'll find your knives are sharp against this foe. This only works on one person or group at a time, and can't be changed until that person or group is defeated or dead by your hand.

Don't Believe What You See [400] "You are a persuasive person on camera." **You have a unique talent for implanting subliminal suggestions in whatever media you make or personally design. Doesn't ensure it'll be any good, but you're good at actually convincing people to fight in death matches like a video game you made, or to do what your particular form of media encourages. This is entirely subliminal and subconscious, and while not flawless, a public viewing of said media will do wonders to tilt others to a particular behavior. The strong-willed, naturally, will resist.**

Good Fortune [400] - Tezuka gives you a strange look and mumbles something to himself. It sounded like something along the lines of, "I wonder if they're making fun of me…" **You now have the ability to tell fortunes or do divination using 'mundane' methods, via candles, tarot cards, or what have you. These fortunes are amazingly accurate about events regarding the near future, though they become less and less reliable if you ask too many questions at once. Remember one thing - fate can be changed in this world, so you may act on this knowledge with some idea of how to prevent or ensure the circumstances you asked about. You're also a little more lucky, as a result.**

Memories Of You [400] - "There is someone or something that you hold close to your heart, and that gives you strength." **When fighting or struggling for the sake of someone or something you love or consider important to you, you find your ability to fight is more effective and your stamina lets you push past your limits - you could fight scores of Mirror Monsters for an entire day and only collapse from exhaustion at the very end, able to keep fighting at full strength so long as you did it for their sake. Careful, lest this love or dedication eventually destroy you…**

Survive [600] - "Though you may struggle against adversity, fate will always smile on you in your darkest hour." **If you do not fight, you will not survive. If you fight or struggle, even if it's not to the death, you may survive. Deadly attacks graze instead of kill, poison weakens you instead of stopping your heart, opponents use their final attacks on you but they don't hit with the full impact, or they don't check their kill. So long as you fight back, your chances of surviving a deadly, certain-defeat encounter increase...though not necessarily 'win'. Survival can be a victory on its own, but it will not enable you to actually defeat an impossible or superior foe. Pushing your luck or fighting for too long, or fighting a foe hellbent on your death in a final encounter, will make fortune frown upon you, leaving you with nothing but what you already have to struggle with.**

Revolution [600] - “A strong enough will can change the world, no matter how foolish or futile your efforts may seem. That will is something you carry.” **When you fight for a cause, ideal, or a goal, even your enemies will consider the weight of your words. You will appear more endearing or likeable even to said foes, and even if you fight for a seemingly insane goal as ‘keep several determined people from killing each other in a battle royale’, both fortune and the thoughts of others seem to tilt a little towards your point of view, making your goal possible on a social level. Only someone with a completely opposite mindset or goal of yours, such as a demented serial killer, will completely shut this out. Opponents will consider the weight of your words and ideals, beat you up instead of flat-out killing you, and maybe even your intent will reach an insane and desperate man who arranged such a thing. Of course, if you have a less...idealistic mindset, that applies under similar rules as well. In little, potent ways you may not expect, your own philosophy and goals will rub off on others, and likely snowball in a way that benefits you.**

Items:

After what was either a long or short divination of your future, you’re alerted to the sound of coins jingling in your pocket. You reach inside, and they suddenly feel a little more full than they were before. You reach inside and find…

...Some Money! [100] - It’s about 40,000 yen, which is roughly a little over $350 US dollars. This can be taken multiple times.

...an I.D.! [100] - It’s a legal form of Japanese I.D. card. You’re an officially documented citizen instead of an interdimensional hobo, now.

...a hand mirror! [100] - Good for vanity, though after what you saw minutes earlier, it may only provide a sense of unease.

...some keys! [200] - You are now the proud owner of either a used car or a motorcycle. The motorcycle can have any aesthetic you want, but it should be something that would be legal in a public street. If you’re feeling particularly greedy or don’t mind gasoline costs, this can be taken more than once.

...apartment keys! [200] - Keys to a simple studio apartment located not very far away. This can be bought multiple times to increase the number of bedrooms available within said apartment. Rent has been paid for the next year.

...a used gum wrapper? [200] - You actually have a stash of simple foods and snacks stored away, ready for about a month’s use. It’s either in a location close by that only you know about, or in any apartment or home you bought above.

...a gun?! [600] - A simple 9mm pistol with about three shots loaded into it. Guns aren't exactly common for civilians to hold or use, in fact, gun laws in Japan are amazingly strict. Try to keep it concealed, but this might be an easy way to dispatch of Riders with their guards down...you'll be lucky if you ever find more ammo for it, though.
After you baffle several onlookers as you take an absurd assortment of items out of your pocket (or if you took nothing, just some loose change), Tezuka notices the deck on your person and his eyes widen in surprise. "You're...also a Rider?" He says, sincerely baffled. "No, please, calm down...I want to help. The Rider War is a cruel deception by Kanzaki Shiro." Kanzaki Shiro...that must be the man you saw in the mirror. "I don't want others to kill each other or die in senseless violence."

If you explain your situation, it doesn't deter him. "Kanzaki Shiro is using you, like everyone else in this War. It is likely he deceived you and is only trying to pull you into the Rider War and fight. As long as you don't make a Contract, you won't be able to fight, but your Seal card will protect you from Monsters. Please, don't involve yourself in this battle."

Agree?

Perhaps the idea that you may not regain your powers and chain back otherwise isn't enough temptation to steel your resolve to fight. Besides, Tezuka seems to know what's up, and it isn't as if Shiro was subtle about the Faustian bargain he wanted you to make with him. You nod in agreement, and a small smile is on Tezuka's face. "Thank goodness...I'm glad you can see reason."

Just as those words left your mouth, the burden of destiny around you feels lighter...yet more empty as well. The Contract Card in your Deck dissolves into nothing, and you've become little more than 'Blank' in the Rider War.

[You lose all perks and items purchased earlier after choosing this option, and all drawbacks become inactive. You are considered to have 0 points, and do not keep anything gained from this jump except your Advent Deck. You receive only +100 Advent Points to spend, and the Vent you purchase with it is completely useless. On the plus side, Mirror Monsters won't attack you as long as you have your Seal Card on hand. You may still find a way to escape this fate by following the Rider War, but for all intents and purposes, you are nothing but an ordinary person in this world.]

Disagree?

That's not good enough. The idea that your adventure ends from a twist of fate out of your control leaves a sour taste in your mouth, or you're too skeptical to put your own destiny in the hands of a stranger. Whether apologetic or indignant, you make it clear to Tezuka you have no choice but to fight. He gives you a solemn look and hesitates for a moment, maybe even argues back, but he eventually complies.

“Then you must make a Contract with a Monster in order to gain the power to fight. But once you do, you will be dedicated to the fight...for you must feed the Monster either human lives or the lives of other Mirror Monsters in order to sustain it. Other Riders will seek to fight and kill you, as well. The last one standing is the victor.” Tezuka stands up. “I still want to stop the fighting, one way or another...I don’t know if I can say the same for you, but please, don’t believe destiny cannot be changed. There must be a way to stop Kanzaki Shiro and for you to still get what you want. It just needs to be found.”

Tezuka walks away. Whether you follow him, walk away, or kill him yourself in broad daylight when his guard is down is up to you. After all, your destiny is your own, according to him. What a strange thing for a fortune teller to say.

Contract:

If you’ve resolved to fight and involve yourself in this War, it’s clear you won’t get very far without some sort of power. From what Tezuka said, you need to make a Contract with a monster and form a symbiotic bond with it - the lives of other Mirror Monsters or human beings in exchange for its power. Whether you want to defend others from Monster attacks or plan to feed the wicked or innocent to it, you’ve decided this is a suitable price and walk up to a nearby price. Holding up the Contract card, a faint glow emanates from it and something answers your call…

You start with 100 Advent Points. Skip this section if you went ‘Blank’. Choose one of the Mirror Monster options below, unless you chose ‘Another…?’ Mirror Monsters look like standard toku monsters - some manner of silly-looking and colorful beast is nonetheless equipped to ruin someone’s day or eat a human being alive. They tend not to come with special abilities outside of what Vents you purchase later on, and are mostly geared towards physical damage - claws, talons, ramming, or even things like blades or guns. Be creative, but follow the guidelines of the purchases below.

Seriously? [Free/100+] - It’s a short and jumpy monster, weak but annoying and agile, like the Gigazelle. However, a unique feature of such a monster is that you can contract multiples of them, and they’re fairly easy to keep fed, gaining an identical monster to this pack for each 100 you spend, and the first one is free. Your Contract isn’t broken until your Deck is destroyed and every single one is dead, and the ones that are lost reform later on so long as you keep them fed and happy. You can easily make a ‘mook swarm’ with this. You gain +100 Advent Points for every two purchases of this, including the free one. Their Final Vent is likely a ‘team attack’ of some kind, or provide a momentary boost to the user to finish off a foe. These do not give you extra Advent or Final Vent cards, as this is still a singular Contract.

Glorified First Boss [200] - Your monster, in the vein of Scissors, isn’t terribly strong or unique on its own. The most you can say about it is that it looks intimidating and can easily tear a single

human apart, but isn't that effective in a melee against a Rider without backup. You gain +200 Advent Points. Their Final Vent is likewise unremarkable, unlikely to finish off anything except an already-injured and battered Rider.

The Right Tools [400] - Your monster is the right balance between durable, agile, and having enough offensive power to make a difference in battle - with a specialty in a single one of those categories. It's otherwise unremarkable, but it doesn't have a bigger appetite than the above options. They tend to not be much bigger than a normal human. The likes of Darkwing and Evildiver fall under this umbrella, and provide you +400 Advent Points.

A Dragon's Wrath [600] - Your monster is a little...I don't way to say 'overpowered', but you definitely have an edge on the competition. Either it has enough guns to wipe out an entire city block with its Final Vent like Magnugiga, or is twice the size of a human and has the destructive power to match, like DragRedder. However, it is either weak in a single category (speed, power, durability) or has a ravenous hunger, requiring twice as much upkeep as another Monster. Tread lightly. You receive +600 Advent Points for this monster.

An Old Friend [100] - You have a pet or a beast from your past jumps you'd prefer to have by your side? Very well. You may import them as a Mirror Monster, where they will gain the power of one of the above categories, adding this price to whatever the base price is (so getting A Dragon's Wrath plus this would total 700 in cost). They will lack any of their outside context properties or powers, but will keep their normal personality and behavior, which can be a boon if you have a long-standing bond with them - loyal monsters don't need an Advent to summon, after all. However, be warned - no bond in the world will keep them from their hunger, and they will either turn on you or starve when left unfed for too long, depriving you of both your friend and power.

Another…? [200] - You absolute madman. You have more than one Contract Card on your person. This means you can either contract with another Mirror Monster after slaying its Rider, or buy a second option above. This cannot be taken with 'Seriously?', sadly, if you already bought an extra for the swarm. Be warned - you have to keep all of them fed, now, and the upkeep is going to likely involve trainfulls of civilians. This stacks with the base price of the Mirror Monster in question. Each new Contract comes with an Advent and Final Vent, and if you purchase new ones here, it gives you +100 Advent points for each new one.

Advent Deck:

Your new Monster examines you closely and warily, before surrounding you. Your Deck vanishes from your hand and is instead resting on a belt that has manifested around your waist, forming a golden symbol representing your monster. Your Rider form appears to surround your body, taking on a color and thematic appearance matching that of your Monster. You have gained the power of a Kamen Rider, and that comes with a complete Advent Deck that will enables you to fight. **You may activate these cards, these 'Vents', by sliding them into a**

Visor on your Rider form after drawing from from the Deck on your belt. Each Vent is used up until you exit the Mirror World, so use them sparingly or be prepared to retreat in a tight spot.

You may transform into your Rider form by holding your Advent Deck in front of any reflective surface, and the belt will appear around your waist. Placing your Deck into the belt will immediately have you transform into Rider Form, removing it will change you back to normal. It is unwise to de-transform anywhere within the Mirror World.
You may enter the Mirror World in your Rider form through any reflective surface, even tiny ones, so long as you can clearly see yourself within it. Be warned - you can only exit the Mirror World either from the help of another Rider or through the way you came in, and it can be destroyed from the outside. Being within the Mirror World too long is a death sentence, for reasons we'll cover later.

This power, of course has a price.

1. **You must defeat other Mirror Monsters with regularity to keep your monster fed, or feed live human beings to it.**
2. **If your Advent/Contract card is destroyed at any point, you lose your power and your Monster immediately turns on you, likely eating you alive. Even if it for some reason doesn't, it dies not long after, and you with it.**
3. **If your Monster is destroyed, you become 'Blank' and likely die in the Mirror World. If nothing else, this counts as dying if you initially made a Contract...with the sole exception if you manage to steal an Advent Deck from its user minutes after this happens, but those are extraordinary circumstances and banking on it isn't a good idea.**
4. **You are officially part of the Rider War, and the others will be working to defeat and kill you, and even those who don't want to will stand in your way should you seek victory.**

The following Advent Cards make up your Deck, and all cost Advent Points. Each one can only be bought once unless it says otherwise.

Advent [Free with any Contract] - This is what your Contract Card has changed into, depicting your Mirror Monster and a weird, trading-card esque approximation of its attack power that may not be very accurate. This Vent immediately summons your monster to your side to unleash some sort of attack or to protect you. You receive one for each Contract you have.

Final Vent [Free with any Contract] - The finishing move, which involves your Mirror Monster attacking with you in some capacity for a combination attack. This is meant to be the killing blow and is the most destructive ability in this arsenal, and thus should be saved for the end of a fight or a large group of enemies. Depicts the symbol of your monster on it. The power of the Final Vent is proportional to how powerful the Mirror Monster is.

Sword Vent [100AP/200AP] - This Vent summons a bladed weapon into your hand. You may import any weapon you had previously for this card, but all it will have is aesthetics and lack all outside context or special abilities it had beforehand. If sentient, it can and will still talk your ear off, however. This can be bought a second time (for a total of 200AP) to allow the Vent to give you two swords instead of one.

Melee Vent [100AP] - If swords aren't your thing, you may summon an 'ordinary' melee weapon into your hand using this Vent, choosing its type when you purchase this. This can be bought multiple times, once for each new weapon type that isn't a sword, ranged, or covered by another Advent Card..

Strike Vent [100AP] - This Vent manifests a gauntlet around your dominant hand (or both, if you don't mind being unable to use more Cards) that will greatly increase your melee striking power when punching with it. Can be used on feet instead if you prefer kicks, and can be dismissed at will. The gauntlet will usually (but not always) look like the head of your Monster.

Guard Vent [100AP] - This Vent manifests an arm-sized buckler or shield that can defend you from most non-Final Vent attacks if you block the area of the attack. A powerful barrage or strong enough blow can still knock this aside - it isn't indestructible. Still useful if you have a range disadvantage or need to tank a strong attack.

Swing Vent [100AP] - This allows you to summon a sharpened whip as a weapon. With a bit of practice, it's good for disarming or binding an enemy, but otherwise lacks special properties.

Spin Vent [100AP] - This manifests a weapon that looks like a Gigazelle's horns: a dual set of drill spears made into a handheld weapon. Excellent piercing effect against armor.

Hold Vent [100AP] - Summons a set of bola-esque weapons that can be used to grapple or trip an opponent.

Shoot Vent [200AP] - Either your Monster or yourself gain a powerful and destructive ranged attack that can instantly put an end to weaker Mirror Monsters, and blast a Rider right off of their feet. Tends to be unwieldy when used by a Rider, putting you at a disadvantage if someone closes the gap for melee. This can be bought multiple times, giving you a new ranged weapon or attack with each one.

Nasty Vent [200AP] - Your Mirror Monster plays an ear-shattering or incredibly annoying noise that can rupture eardrums and distract opponents or Monsters that weren't expecting it. Especially bad for those with sharp senses. Doesn't affect the Rider or any allies they're currently fighting alongside.

Trick Vent [200AP] - You manifest 4 illusionary copies of yourself. These copies are capable of dealing physical damage, but dissolve immediately if they receive any damage or injury themselves. Excellent for dealing with a large number of opponents.

Freeze Vent [200AP] - This Vent immediately ‘freezes’ the Mirror Monster of an enemy, preventing them from using their Advent or Final Vent, or any such cards that require the Monster. Only works on singular targets.

Clear Vent [200AP] - This Vent allows you to turn invisible, letting you remain as such for a short amount of time.

Blast Vent [200AP] - Your monster unleashes a powerful gust of wind or an area-of-effect attack that can damage and screw up the footing of enemies. Hard to aim accurately or make for specific targets.

Copy Vent [300AP] - You may copy the active Vent or weapon of a nearby ally or enemy. This copy only lasts during that particular battle or instance.

Confine Vent [300AP] - You immediately cancel the active Vent of a nearby enemy Rider, causing weapons to fade from existence or Final Vents to be brought to an abrupt halt.

Unite Vent [300AP - requires Another?] - Using your multiple Advent cards, you combine all of your contracted Mirror Monsters into one chimeric monstrosity, their physical and destructive power stacking together. This lasts until the battle ends, and merges their respective Final Vent cards together into one to unleash an ultimate attack, should you wish it.

Companions:

[Skip this section if this is your first jump.]

With your choice made and now left to your own devices, your thoughts are once again interrupted - this time by the sound of a ringing cell phone in your other pocket. Just how much space do these clothes have?! You take out the phone and answer it...and a familiar voice greets you.

Eight of your companions have settled in this world. Like you, they’re deprived of powers and perks from previous jumps, and start with none here. They can’t participate in the Rider War unless you lend your Advent Deck to one of them, but can function as support - emotional or financial, whatever role you see fit to give them. They all have human forms, though pets are changed to their closest ‘mundane’ equivalent and aren’t anything that would be out of place in a Japanese urban environment.

If you wish and have jumped Kamen Rider worlds that happen before Ryuki, you may import your past history be considered ‘canon’. However, destiny will intervene if you try to call on prior Riders for assistance during Act 1 and onwards unless certain conditions are met, which will occur later. They could not enter the Mirror World regardless, so it is a moot point for the time being. You may still call on human or ordinary allies.

The Rider War:

Whether you found the resolve to fight or backed away quietly, your fate is now tied to that of the Rider War and will remain as such until it concludes. The premise is simple - several Kamen Riders kill each other until only one is left standing, where they will fight the final Rider and Kanzaki Shiro's personal proxy, Kamen Rider Odin. Mirror Monsters will sometimes emerge to attack and feed from innocent civilians, and Riders fight these Monsters in order to fuel their own Contracts...assuming they have reservations about just doing the same, anyways. The ultimate victor of the War receives a great power that will grant them one wish.

The primary 'arena' of the Rider War is the Mirror World - which is an identical 'reflection' of the world at the time it was entered, except populated by Mirror Monsters and nothing else. That isn't hyperbole, either - cars that were busily driving along the highway are just empty and resting where they were originally in the Mirror World. The Mirror World can be entered by Riders, but the dimension is incredibly hostile to outsiders - Kamen Riders can only fight within the Mirror World for a short amount of time before it begins to sap at their stamina, punctuated by a 'dissolve' visual effect around their bodies. Lingering for too long will make them dissolve for real, ending their lives and battle. This is why it's important to note that you can only exit the Mirror World through the same reflective surface you entered from - if that gets smashed or destroyed from the real world, you're stranded and likely doomed unless another Rider helps you escape. The former is only possible if you have your Advent Deck, too...losing it or having it be destroyed while in the Mirror World is a death sentence.

All Kamen Riders who participate in the war have Contracts, and thus must keep their own Mirror Monster appeased while using its power to fight the other Riders. Trying to abdicate from the battle or neglecting the Monster for too long will result in the Contract eventually being broken and the Mirror Monster turning on its Rider like any other human, or Shiro creating 'incentive' for them to keep fighting.

In short, if you do not fight, you will not survive.

If you chose to fight, your goal is to be the last Rider standing in the Rider War.

Or, if you choose to challenge Kanzaki Shiro or remained 'Blank', you must find a way to escape this world to return to your chain while staying alive. Stopping the War is a possible bonus, though it is only necessary if your own conscience or goals demand it.

The Riders:
These are the active participants of the Rider War, or ones who will appear shortly down the vine. All of these characters are the canonical Riders - actions taken by you to derail the plot or disposing of them before their Contracts are made will lead to them being replaced by new and unexpected faces who fill a similar niche. Everyone listed here is your opponent if you seek victory in the War. Even if you simply wait for them to kill each other, you will eventually come to blows with them by process of elimination...unless you remained 'Blank', in which you are left alone but remain a helpless spectator in your current position.

If you don't feel confident working alone for the initial stretch of the war, you may pay points to take a Rider as an Ally. This will ensure your first encounter with them will go smoothly and will give you an opportunity to have a long-standing alliance of convenience (or at least non-aggression) with a fellow Rider. Be aware all but two have reasons to keep fighting and killing, and are likely to turn on you once the others have been defeated - this will just ensure you'll be fought last. Taking a large number of Allies is bound to have the arrangement fall apart quickly as you're eventually made to fight or kill each other...if they don't turn on each other first, anyways.

Kamen Rider Ryuki / Shinji Kido [Free - Conditional] - Shinji Kido is a journalist-in-training for ORE Journal. A few words that would describe him would be 'an idiot, an idiot, and an idiot'. He is a good-natured and friendly young man, though incredibly naive and idealistic. Shinji is unique in that his Advent Deck wasn't granted to him by Kanzaki Shiro, who carefully vets potential candidates for having a strong wish and the desire to kill for it, but was stumbled upon by him entirely by chance. He accepted a Contract with DragRedder not to win the Rider War, but to protect innocent people who were being attacked and killed by Mirror Monsters. He is not yet aware of the full implications of his actions or the dangers therein, but will ultimately come to see the Rider War as pointless violence and try to stop the others from killing each other.

Taking Shinji as an Ally is free, but only if you are working to ultimately stopping the Rider War or are 'Blank' - he doesn't want any more innocent people hurt, after all. However, slaying another Rider or any civilian in cold blood, or actively trying to 'win' the War will earn his contempt. While he won't try to kill you or anyone else, he will definitely stand in your way at every opportunity, and won't be afraid to fight for his ideals, even if he refuses to kill. Though he'll be uneasy about it, the exception to this rule is if you have to put down a truly monstrous Rider - like Asakura, for instance. His Advent Deck is balanced in terms of arsenal, but he makes up for it with determination.

Kamen Rider Knight / Ren Akiyama [200] - A knight clad in black, with the Mirror Monster Darkwing on his side, Ren is a cold loner and an early entry into the Rider War. He didn't have much for himself in terms of a future and regularly got into street fights at the drop of a hat. The exception to this was his fiance' Eri Ogawa, who was attacked by Darkwing and placed into a coma. Kanzaki Shiro appeared before him and told him that winning the Rider War was the only

way to bring Eri back, to which he reluctantly agreed. To add insult to injury, his Contract was made with the monster that put her in such a state to begin with.

Ren tries to act aloof and not make emotional connections to other Riders...but despite this, he is ultimately torn between trying to save the love of his life and having to take human lives in order to do so. His own emotional bonds and his reluctance to do so are an obstacle he must overcome, and he knows it...but he may never bring himself to except when it ultimately comes down to Eri's life or someone else's. Perhaps that's why he seems to tolerate Shinji's presence as a sort of 'annoying little brother' or 'vaguely useful ally' despite how often the two come to blows.

Something of note is that Ren is followed by Kanzaki Yui, Shiro's sister, who he originally acquainted himself with in an attempt to gain some sort of advantage in the War. This is likely not to pan out at all and Ren will end up becoming gradual friends with Yui, much like Shinji, if less vitriolic.

Kamen Rider Scissors / Masashi Sudo [200] - Despite being a detective, this shady fellow has been up to quite a few illegal activities in search of a good profit. Just ask his business partner in crime - or at least, his corpse plastered between the walls of his own shop. It's hard to say if Masashi truly has a wish worth killing for or is just trying to keep his own activities a secret, but he's currently made a habit of feeding unfortunate people to his monster Volcancer to erase any trace of his activities. He's also not afraid to stoop to deception or kidnapping to get his way, either, as Shinji may learn unfortunately down the line. Luckily (not for him), as if fortune frowned upon his motives, his Rider Deck is easily the least balanced and the most impractical - his Final Vent is a terribly unimpressive somersault, too. Someone like him is bound to lose his head early on in the game...maybe you could bribe him, somehow?

Kamen Rider Zolda / Shuichi Kitaoka [300] - A self-proclaimed 'super lawyer' who lives a life of extravagance, he is a defense attorney who claims he can get any client of his out of trouble for the right price. He has a long track record of winning cases for dubious individuals, and his fighting style in the Rider War matches him perfectly: sneaky, underhanded, and unafraid to use various tricks to get ahead. Despite himself, Shuichi does go out of his way to help some of those he finds less fortunate, though he'll never admit it or do it in public unless he has some way to benefit from it.

He is also dying from terminal cancer. Kitaoka only has months to live and is well aware of it, and wants to wish to live forever so he can continue enjoying his existence for eternity. He is regularly accompanied by his life partner and bodyguard Gorou Yura, who is unshakably loyal to him and well aware of his activities as a Rider, and is willing to assist him wherever possible in the War. Should you manage to secure Kitaoka as an Ally, they will both work with you. Be warned - underneath his charming persona, he is one of the Riders with no reservations about underhanded tactics, especially with his own life on the line. Magnugiga gives him an incredibly deadly ranged arsenal and the most destructive (and unwieldy) Final Vent, End of the World,

that can level an entire city block in a hail of bullets and artillery fire. Still, maybe if you last long enough, you could secure a business partnership with him...

Kamen Rider Raia / Miyuki Tezuka [Free - Conditional] - Assuming you didn't immediately betray or murder him, the fortune teller you met is another odd exception to the rules in the Rider War. The original Kamen Rider Raia was his friend Yuichi Saito, a pianist who was offered to join the War to gain a wish to fix his damaged hands from a mugging in his past, and restore his ability to play. However, when he discovered the true stakes of the War, he refused, leading to Shiro to have a Mirror Monster to kill him in retribution. Tezuka took the Advent Deck instead, vowing not to win the War for a wish, but to take revenge on Shiro and stop the Rider War entirely. He is not quite the idealist or pacifist that Shinji is, and is more than willing to fight to prove his point - just not the senseless violence that Shiro seems to desire.

He is, as you know by now, a fortune teller who has an almost supernatural ability to accurately divine the future. This is at odds with his personal philosophy, because he always encourages people to choose their own fate and destiny, to work hard against bad futures and fortunes instead of just succumbing. He approached you because he sensed your own destiny is undoubtedly a deciding factor in the Rider War...if you are 'Blank' or seek to end Shiro's machinations in your own way, you may take Tezuka as an ally. He is unlikely to have interest in any other offer, however.

Kamen Rider Gai / Jun Shibaura [300] - The Rider War is just a game, so naturally, all you really need to worry about is being the winner. That is the mindset of Jun Shibaura, the arrogant son of a company president who happily toys with the lives of others, even setting up a real life 'death game' akin to the Rider War itself purely for amusement, compelling the participants to fight to the death for his amusement. His thrill-seeking urges led him to the Rider War, where he has no grand wish or desire - just being the winner. Of the various Riders, he is easily the most underhanded and the one most likely ruin the lives of the other participants if given the chance, and has plenty of money to throw around if he ever gets into legal trouble. His Advent Deck revolves around a powerful offense, but he isn't terribly mobile and has no real defensive measures outside of hiding behind his monster, Metalgelas. His thrill-seeking ways is liable to make him poorly judge how well he can actually manipulate other Riders...something that will undoubtedly kill him if nothing changes.

Kamen Rider Ouja / Asakura Takeshi [300] - There's something that needs to be established about this man. He is not a tragic villain, he is not misunderstood, he was not driven to the state he is by outside forces. He is a psychopath, pure and simple. When he was younger, he burned down his own house and murdered his parents, leaving only himself and his younger brother alive. If he ever found out his brother was nearby, he would invent an elaborate backstory just for the chance to meet him again...just to finish the job and murder his sibling for annoying him. Asakura became a wandering serial killer, constantly seeking to fight and kill just for the

excitement of it, or revenge for anything that ‘vexed’ him. Though he regularly ends up on the wrong end of the law, he continually evades long-term imprisonment...especially when Shiro decides such a violent, unpredictable individual is the perfect way to keep the Rider War in motion when the others become too complacent.

Allying with Asakura is akin to playing with fire - he’s quite accepting of anyone who’s willing to direct him to a new, interesting fight of some kind. He has no wish for the end of the Rider War, and if he did, he would likely just wish for the war to continue forever and ever. Fighting and killing is all he needs or desires, and this makes him an exceptionally dangerous and lethal participant. What’s worse, he is the only Rider with more than one Contract card to use...having a grand total of three, including his initial Monster, Venosnaker.

Kamen Rider Tiger / Satoru Tojo [300] - In many ways, Satoru Tojo is just as screwed up as Asakura Takeshi. He is something of a social outcast, and deeply disturbed in his own moral framework. Having adopted the teachings of a professor he admired and is guided by, Satoru took the idea ‘sacrificing one to save the many’ and changed it into ‘sacrificing something important to you will make you a hero’. This, combined with sociopathy, makes him quite likely to turn on his own allies on a dime...after all, he wants more than anything to be a hero. Of course he’ll be terribly sorry if he has to kill you, maybe even shed some tears for your death, but it’s all for the sake of him becoming that great hero he wants to become, just like his teacher.

Whoever this ‘teacher’ is, they seem to be avoiding direct contact with you in the War, and Tiger’s actions don’t always seem guided by his own desires. If you manage to Ally him despite his gradually-apparent sociopathy, he alludes that ‘Jumper-san is here for a very important reason’. Is there something else transpiring in the background…?

Kamen Rider Imperer / Mitsuru Sano [300] - Sano was born from an affluent and rich family, yet spends most of his time living in a cramped apartment or working in a parking garage. His father had sent him out into the working world with very little in an attempt to teach him both hardship and responsibility, but all it taught him was that respect and love needed to be bought in order to achieve. As such, he joins the Rider War to become rich and live a happy life. He is something of a weasel, trying to sell his services as a mercenary to other Riders, then turn on whoever had a lower offer. He isn’t an evil individual per se, but he is rather reckless and desperate, somewhat unaware of the real stakes of the War.

What Sano doesn't know is that a twist of fate will give him everything he wants in short order...but even if his resolve to fight is lost by his wish being fulfilled, the Rider War accepts no resignations. This will spell his doom unless you go out of your way to help him if you are so inclined...but even then, there can only be one winner. Sano has a fairly unimpressive Advent Deck and isn’t much of a fighter, but makes up for it by fighting with a swarm of Gigazelle as his Contract Monster, which can quickly overwhelm single or small groups of Riders if they’re caught off guard.

Kamen Rider Femme / Miho Kirishima [300] - The only female Rider in the War, Miho is a con-artist and swindler who happily uses her charms to seduce wealthy men before running off with their valuables. Despite this, she is not without compassion - though she is determined to win the War at all costs, acts of kindness or reason do resonate with her, and she joined the War in the first place to resurrect her deceased sister, who had been murdered by Asakura Takeshi. Needless to say, she has a very apparent grudge and murderous intent towards Ouja as a result. Her Advent Deck is fairly balanced, having both a Sword and a Guard Vent, and her Mirror Monster is the swan-like Blancwing.

Allying with her is probably easiest if you don't have much in the way of material wealth and a lot of bull-headed but good-hearted compassion to you. Actually convincing her to stop fighting may be well impossible, however. Maybe if you work around this somehow…?

Kamen Rider Verde / Itsuro Takamizawa [300] - In many ways, Itsuro is the simplest of the Riders to understand and connect a human desire to. That is, he is a rich and wealthy politician who wants to use his wish to take over the world, and is completely obsessed with his public image. His history and what led to his entry into the War is a mystery, but he is one of the top contenders for having a large amount of influence on the outcome...assuming an unrelated incident doesn't somehow take him out of the picture. If you're familiar with the organization called Shocker, this probably sounds familiar to you, though there's little suggesting an outside force motivates him. His Advent Deck utilizes the chameleon Monster Biogreeza, and uses Clear Vent and Copy Vent to quickly end fights in his favor.

Kamen Rider Odin [--] - **Jumper. Who I am and what I do is irrelevant. I am the final Rider, the one you will face only when you are the last one standing. I am no Ally of convenience to you. Continue to fight, and then we will have our battle.**

Kamen Rider Ryuga [--] - Years ago, a fateful meeting drastically changed this timeline, and the final Rider (aside from Odin) is something of an anomaly. They are identical in every way to Shinji Kido, except their appearance is 'reversed', as though matching only his own reflection in the mirror, and his Monster and Deck is a complete duplicate, except clad in black. Even so, it's hard to mistake one for the other after a closer look - this 'Shinji' is bloodthirsty and outwardly malevolent, wanting only to be the strongest Rider and to take the place of the 'real' Shinji entirely. Little else motivates him, making him a dangerous wild card in the War. Still, it's not so bad...

Unless you took the Alive A Life drawback. Then, Ryuga is replaced by the following Rider instead...

Kamen Rider Duo [--] - It's you, Jumper. A 'you' that takes on your appearance and uses an Advent Deck identical to your own, looking like an inverted and reversed version of yourself. They're the opposite of you - where you are strong, they are weak, where you are resolute, they

oppose with every bit of their existence. They exist in the Mirror World, continually stalking you in the reflections of where you dwell, emerging sometimes to fight you and returning weeks later when you strike them down. They will not stop until you are dead, or until this War ends.

What’s worse, it feels like as they get stronger and more vicious with time, your body feels a bit more heavy and pained as the War continues...

The stage is set and the rules have been laid out. Whether you refused to fight seemingly at the cost of your chain, or agreed to fight in the War, you will find yourself entangled into the conflict one way or another. Should you purposefully leave the stage of the events of Ryuki - the city and the surrounding area - that will be considered a decision to stay in this world in your sorry state. Being kidnapped or transported due to necessity is an exception, but if you want to find a way home, you must investigate or battle in the ensuing Rider War.

Should you die during Act 1, you will instead start over from where you first met Kanzaki Shiro, time having reversed itself in a strange haze of golden feathers. Your memories of the previous loop will quickly fade, but you will have enough recollection of what killed you to avoid it. Your build and choice of drawbacks do not change.

Act 1 officially ends when three other Riders have died, whether at your hands or another's. This can include your Allies, and they will most certainly not respawn for the rest of the War. Tread carefully.

Act 2: Survive

Whether in days or months, the wheels of fate begin turning when a third Rider in the war dies, regardless of if it was from happenstance or intent. If you made efforts to investigate the War and its seemingly ineffable culprit, you have likely discovered a few key details.

- **The obvious one is that while Kanzaki Shiro seems to primarily dwell within the abandoned house you first appeared in, he operates like a phantom of the Mirror World, able to appear in any reflective surface, and has godlike power over the abilities of the Riders and their Contracts. He constantly encourages the Riders to keep fighting, as if 'fight' was his mantra, and never reveals or hints at key details besides what would incentivize this. He isn't afraid of targeting the loved ones of others to push this along. He's completely unflappable and can't be harmed, with one important exception…**

- **If you've interacted with Ren or Shinji for any length of time, there's one more apparent factor: Kanzaki Yui, Shiro's sister, who resides in a cafe her grandmother owns. She's unaware of why her brother is doing what he is and is completely distraught at the Rider War, wanting to likewise investigate and eventually stop it. While Shiro never spells it out, Yui is important enough to him that he would immediately put the War on hold to find her if she went missing, and Mirror Monsters never seem to attack her...indeed, if she is threatened, the Mirror World's natives leap to her defense immediately. Even your own Contract monster would turn on you if you attempted to harm her. Yui dying during Act 1 is treated as though you died, bringing you back to the beginning. Uncoincidentally, Shiro does his best to end the War before her 20th birthday, which is nearly a year from where you begin.**

- **Taking the Alive A Life drawback makes your life steadily more difficult. At first, it was just headaches with the occasional dizzy spell...then, outside of the Mirror World, you begin to faint and your muscles feel harder to lift. This gets worse as time goes on, and will impact your ability to fight the longer the War drags on. That damned Duo only seems to get stronger while you get weaker, too. You may want to consider lending your Advent Deck to a companion.**

- **Whether insane, desperate, or determined, every Rider sans Shinji has a reason to fight in this War. Shiro intentionally vetted this competition for either the most determined Riders or the ones with absolutely nothing left to lose. This makes ending the fight for any length of time difficult, especially for the likes of Kitaoka and Ren, who are racing against the clock. Poor Shinji has learned this the hard way, if he still lives.**

- **If Shinji has lived to this point, he will eventually run to you in a place or time he couldn't have possibly known to meet you at, and desperately try to warn you about some coming battle or Rider's actions, yet eventually trail off as he struggles to remember the details. This 'hint' sounds suspiciously similar to what may have happened in a previous loop, if you died or failed during Act 1. Does he somehow remember some of it…? More than that, has this happened before?**

Either way, days after the third Rider joins the ranks of the dead, fate once again gives you a new choice to consider. **Pick one of the following events. Skip both if you are 'Blank' and this is your first jump. If you are, dying from this point forward sends you to the next jump or gives you the option to go home without anything from this gauntlet.**

[Survive - Run the Gauntlet. Skip this choice if you didn't make a Contract.]

Choosing this ensures that if you die or fail from this point on, you will return to your chain as if nothing happened. You will not keep anything purchased from this gauntlet if you fail, however. The exception is Alive A Life - Yui dying is still the end of your chain.

Whether the idea of a challenge intrigues you or if you've resolved to keep fighting, you are eventually confronted once again by Shiro himself, who stares unblinkingly at you from the nearest reflective surface. If you have stalled out the War or otherwise refused to kill the other Riders, you're fairly certain he's glaring at you with barely-contained impatience. Otherwise, he is his usual stoic self.

"Jumper. You must keep fighting if you wish to return to the other worlds." You've heard the word 'fight' from him so many times by now that this may just be beating a dead horse at this point. He then tosses something to you from where he stands - a new Advent Card depicting the tail of a golden bird, with the word 'Survive' over it. *"Fight. The coming battles will only be more challenging."* Before you can interrogate or confront him, he is gone.

You have acquired the Survive Advent Card. This lets you and your Mirror Monster changed into a powered-up 'Survive' form, which increases both of your base physical abilities together. It also allows your Mirror Monster to change into a vehicle form, usually a motorcycle. Your Advent and Final Vent cards are likewise more powerful in this form.

In addition, you receive +500 Advent Points to spend on new cards available in your Advent Deck when in your Survive form. There are unique cards you can purchase for this form, as follows:

Strange Vent [300AP] - Using this Vent changes this into a random Card in your opponent's Deck that isn't Advent or Final Vent, usually the one they were going to use next. You may the new Card once and only once.

Steal Vent [300AP] - Your opponent's weapon immediately leaves them and goes to your hands instead. You are able to use it the same way the initial user could.

Accel Vent [300AP] - You temporarily gain a form of super speed, able to move as a blur in short bursts that can easily overwhelm an unprepared opponent.

Of course, Shiro isn't doing this out of benevolence, but to incentivize you to keep fighting. Especially since two other individuals among the still-living Riders now also have Survive cards and 'motivation' to step up their own efforts. If you took 'Never End', there is one more Survive card for every two extra Riders. A Survive Rider can easily defeat the unprepared or unwary. If you do not fight, you will not survive.

[Key - Defy Destiny and Retake What Is Yours. Skip this if this is your first jump.]

Choosing this will cause failure to follow the same rules as a normal jump. This includes death sending you home and ending your chain, if you don't have a way to delay such a thing.

You can't take it anymore. Being stuck here in this battle royale without any of your previous abilities, or having to play puppet for a man in the mirror is more than you can tolerate. It's even worse if you remained 'Blank', having to watch madmen and fools clash for their own wishes while you have to be on the sidelines. Or perhaps you're more sympathetic and wish you had a way to end this madness without having to bargain with Shiro.

Your wish is granted.

If Tiger lives, Tojo himself approaches you and invites you to meet his 'teacher' and someone who can help you with your problem. If not, then said teacher will approach you himself: Professor Hideyuki Kagawa. He is a man who stumbled upon Kanzaki Shiro's plans years ago and committed the notes to memory. Like you, he wants to put an end to the Rider War.

Whatever Shiro is planning, it revolves around two things: the life of Kanzaki Yui and your nature as a being from another world. Kagawa explains that the Mirror World itself is what is cutting you off from your abilities and sealing you off from the rest of the Parallel Worlds. One of these things being taken out of Shiro's hands would likely put a serious dent in the Rider War.

"A strange man who said he was just passing through gave us such a way," Kagawa says as he holds up a new Advent Card depicting a key - identical to your Warehouse Key - with a strange purple border around it. "This card, this Key, will restore your connection to the Parallel Worlds and all of your abilities. Doing so will also destabilize the Mirror World, and cause Monsters to react to your presence...but it will also give us the golden opportunity to destroy the Mirror World and end the War once and for all."

If Tojo still lives, he happily chimes in with, “Jumper-san can become a great hero if he unlocks the way with this Key.” The cheerful and serene smile he says this with is nothing short of unsettling if you’re aware of what is wrong with Tiger by now.

“It will also be more dangerous and threaten a lot of people...do you really think this person can handle it?” Chimes in a third voice, Hajime Nakamura watching the scene unfold with his arms folded around his chest. “Think carefully before you use such a dangerous thing.”

If you accept and use the Key Card…

You slide the Card into your Visor, which was still on you even if you remained ‘Blank’. No sound or voice clip plays to announce the Vent, and instead, your body begins to glow with a bright gold. Slowly but steadily, you feel it all coming back to you - you are made whole once more. Even better, you’ve taken a piece of this world into you as well. **You receive +1000 choice points. All of your abilities, items, Warehouse access, and the full potential of your companions have been restored. You cannot buy a new Contract or Advent Cards this way, however. If you already had a Contract, your Mirror Monster becomes benign and loyal, or changes back to normal if you imported an old friend. You keep all you gained previously. This result occurs even if a companion used the Key Card in your place.**

Unfortunately, this also means foes made from Never End likewise get their things back if they were from other worlds.

Moments after your abilities return, every bit of glass in the room or area cracks. You can sense the approach of dozens, if not hundreds of Mirror Monsters approaching your position. From the corner of your eye, you can see some recognizable old foes among them - not any of your personal archenemies or beings of fantastic power, but minions and beasts you’ve struck down before now lurk in the Mirror World.

Unfazed, Kagawa takes out his own Advent Deck and transforms into a black, insect-like Rider: Kamen Rider Alternative Zero. Nakamura does the same, changing into a similar Rider.

“We must act quickly. Shiro is no doubt alerted to what we’ve done.”

Kagawa has directed you to the Mirror World - your reawakening has opened several ‘tears’ in the Mirror World itself. Causing a large amount of destruction in these areas will destabilize the dimension, making it collapse and cutting it off from the real world entirely. Needless to say, this is the end of Shiro’s plans and the Rider War if you succeed.

Unfortunately, your connection to the multiverse has bled into the Mirror World as a result of you taking back your inheritance so forcefully. Old enemies and swarms of mooks have become Mirror Monsters, and the entire dimension and all its inhabitants are now howling for your blood. Shiro will force the other Riders to likewise defend these 'focal points' to try and stop you, and has handed out powered-up Survive cards like candy in a desperate attempt to stop you. Your worst and most dangerous foes get priority for these unique power-ups - they don't scale perfectly with you, but make even easy fights challenging to push past. Some may be turned to your side with some convincing, but others aren't so easily quelled.

If you pay attention, you will quickly realize that destroying the Mirror World like this will cause Yui's health to deteriorate, and rapidly. If you took Alive A Life, you will have to turn against your erstwhile allies and stop the Mirror World's destruction, less you sacrifice your chain entirely unless you have some way to stall her death. If a companion has been standing in for you, I hope you've kept in close contact with them when this happens…

As a bonus, if you imported your previous Kamen Rider history into this jump, it is now possible to call in ally Riders or supernatural allies for help. Hopefully they can arrive fast enough to aid you.

If you succeed and manage to escape before its collapse, the destruction of the Mirror World causes every item of glass in the entire city to shatter, and all Mirror Monsters (except your own, Odin's, and Duo's) quickly shrivel and die, depriving the Riders of their powers. The Rider War has been ended in a bloody, decisive affair, and no wish will be granted. Whether or not this was worth pursuing is up to your own judgement.

If you refuse the Key, this becomes the Survive option instead. If neither are valid, skip directly to Act 3.

Act 3: A Pure Wish

Act 3 occurs when one of the following conditions have been fulfilled:

- **You are the last Rider standing. It doesn't matter if it was from your actions or not.**
- **You destroyed the Mirror World, or prevented Nakamura from doing so after using the Key.**
- **You are 'Blank' and not valid for the other two options in Act 2.**
- **The Rider War has reached the week of its deadline - Kanzaki Yui's 20th birthday.**

Whether from a clue or summons from Shiro himself, you are called back to the abandoned house you arrived at one last time. If it was somehow destroyed or made unavailable, it is on the grounds where it once stood, where glass shards litter the entirety of the field.

If you are the final Rider standing and did not take the Key…

"You have fought well to reach this point, Jumper. Your final opponent has been waiting for you." As if on cue, in a wave of golden feathers, Kamen Rider Odin appears. *"Fight and win, Jumper. Then your journey will continue once again."*

For simply fighting according to Shiro's rules and being the last one standing, your only goal is to fight and defeat Kamen Rider Odin. Odin is, putting it nicely, a complete and total cheater compared to the other Riders. He can teleport and move faster than the blink of an eye, and is armed with Vents like Steal and Time Vent - which he will periodically use to 'reset' the fight when he believes he is cornered. Even in Survive form, he is an amazingly difficult foe to put down, but he isn't invulnerable to sneak attacks or trickery. He even has a Survive form of his own, to add insult to injury. Putting him down decisively and quickly before he can regain momentum or 'rewind' the battle is key.

There is another way to resolve this, which we will cover later.

If other Riders are alive to this point, you must either convince them to fight Odin with you (very difficult considering the deadline is NOW and many have stakes to fight for) or finish them off before the ensuing battle with him. They will be here if unrelated factors haven't killed them already, such as Kitaoka's terminal illness.

If you took Alive A Life, then Duo is among your final opponents. Little has changed about them aside from your growing physical weakness from their presence, but they can finally be put down permanently here - doing so will let you finally fully regain your lost strength from his meddling, but you will have to fight Odin immediately after. Be ready.

If you used the Key Card...

Whether or not you destroyed the Mirror World, the Rider War quickly falls into disarray and chaos as a result of your actions, bringing it speeding towards the end. When you are called by Shiro, he is obviously holding your choice to escape his grasp with contempt. If you destroyed the Mirror World, he is outright FURIOUS - the only existing part of the dimension left is around the abandoned house.

You final opponent before you can finally put this all behind you is to defeat Kamen Rider Odin. Instead of just his normal abilities, however, Odin is empowered by various abilities from the worlds you have been to in the past. They're not necessarily yours or options you had available in said worlds, but they're enough to make him a formidable foe and a struggle to battle against. Gathering a large number of allies or using a tremendous amount of force to end the fight quickly is recommended.

If you took Alive A Life, Duo is likewise part of the final battle against you - he also has all of your own abilities and items, though not things tied to your companions. It also becomes apparent that his powers are a pale imitation of yours - he lacks the field experience you may have in comparison, and continually using such 'mirror' abilities is a strain on his physical form. Eventually, it will become too much for him, and it will destroy him completely - freeing you at last. You need to survive to reach that point, which can be easier said than done.

Is there another way?

Perhaps you share Shinji and Tezuka's wishes in that you have no desire just to 'win', but just want the senseless violence to come to an end once and for all. If you've done your homework and investigated to this point, you have guessed that not only has the Rider War likely occurred more than once thanks to Shiro's Time Vent ability, but it is completely tied to Yui.

If you have befriended Yui and she is still alive to this point, she will arrive on the scene not long after you do, and plead with her brother to stop this. She will do this even if she is but hours or minutes away from dying, fading away the same way a dying Rider or Mirror Monster would the closer the War ends to the deadline. If the Mirror World is destroyed, she is already dead.

You may likewise plead with Shiro or try to provoke him into reacting, which is especially effective if you know his motives behind the Rider War and have managed to stall out the entire event out this long with little bloodshed on your part.

Taking the Key and reducing him to a ragged state doesn't make him more open to negotiation, but if you have some way to bring the dead back to life or to grant Shiro's wish and enough evidence you'd have incentive to use it for his sake despite his crimes against you and others, it will be a useful bargaining chip.

Regardless of how you do it, Odin's fighting ability and power is tied entirely to Shiro's own will to continue this desperate scheme of his, and breaking it will make Odin falter to you almost immediately.

The truth is revealed or made apparent in this route: When he and Yui were children, they somehow discovered the Mirror World and found their childhood drawings came to life within it as actual creatures. However, an accident that led to their home burning down killed Yui. A Mirror World copy of her would bring her back and sustain her, but only until her 20th birthday, where she would fade away and die. Shiro's entire bid from the Rider War was to use the life force of all who entered to prevent this, bringing Yui back to life completely. Using Time Vent, anytime he failed, Shiro tried again. And again. And again. And again. The Rider War has continued in a nearly endless time loop for a very long time, longer than Shiro can even recall. And each time, something went wrong - Yui died or took her own life, Shinji (a wild card he didn't intend to involve to the War) stalled out the War with his idealism, or even worse tragedies unfolded instead.

Where you came into the equation is that you seemed like the balancing factor - a new variable that could change the outcome of the Rider War entirely, and possibly generate the result he desired. He tried to access your abilities by using the Mirror World to 'proxy' it...if you took Alive a Life, he damn near succeeded but ultimately the duplicate couldn't make the cut or completely restore Yui. Now, all of that looks completely hopeless, and Shiro laughs at himself for thinking such a thing. It seems all he was in this role was another 'villain' for you to face, instead of the one controlling you and your chain.

Shiro isn't at all the conniving, invincible mastermind he painted himself as - just a desperate and tired man trying to save his sister's life. Whether this excuses his actions or not is up to you. There is no justice here, simply your own wish.

Regardless, Odin's defeat is the end of the War and your involvement in it. If you took the Key, this is where it ends and you simply move along to your next jump. You keep all you gained but receive no special reward.

If you defeated Odin simply through force of arms or were unconcerned with the events surrounding the war, you receive a single wish that will be granted only when your chain ends. Obviously, 'I wish for the Spark' or such is invalid. Move on to your next jump.

If you convinced Shiro to stop his mad scheme or to finally let go of his grief from his sister's death, he will reluctantly use Time Vent one last time to erase the Rider War from existence. You awaken in this new timeline with your memories - and Advent Deck - intact. You may enjoy a peaceful life in this world for one year before moving on to your next jump, or go straight to the next Kamen Rider jump of your choice if you haven't yet. If you made any Allies, they will have their Advent Decks and remember you as someone they want to befriend, though with little details. They can become companions if you desire, or you can opt to fix some of their still-existing problems in this world yourself. Shiro and Yui are nowhere to be found - and the cafe Yui used to reside in contains only their grandmother, managing the shop alone. Your abilities, items, and more are fully restored in this new timeline.

If you convince Shiro that despite your own actions (or because of them) you will help him anyways, and have some way to bring Yui back, doing so will make him break down into happy tears and thank you profusely. After all, if your otherworldly nature truly was the way to save Yui, then all he really needed to do was ask, right? Shiro will completely restore your abilities without any apocalyptic damage and undo the Rider War, and meet you in the new timeline, very much alive and with Yui. He is no longer a ghostly phantom, and they can both be taken as companions if you desire. Even if you don't, Shiro hands you his research notes on the Mirror World, enabling you to create Advent Decks and enter the Mirror World as a native (without dissolving) at will. Perhaps you'll find a better use for such a thing. You may take any Allies you had as companions, same as the above ending.

If you were 'Blank' and did not take the Key, and made no effort to stop or halt the War, then you do not have a final battle with Odin or a chance to stop this loop. The Rider War ends without your involvement, and in a way that Shiro ultimately does not benefit from - Yui still dies. When you meet him in the house, he is quiet and full of regret, realizing his gambit to involve you had failed completely. He only murmurs a quiet apology to you before sending you on your way. Proceed to the next jump.

Either way, the Rider War ends, and so does this gauntlet.

Notes:

You may enter and exit the Mirror World freely using your Advent Deck from this point on, without having to rely on a single entry/exit point. You still can't remain in it for too long without dissolving, unless you acquire Shiro's notes from the gauntlet reward above.

You may not recreate or use Time Vent until your chain is over.

Mirror Monsters no longer need life force to be sustained in future jumps. Imported Mirror Monsters gain the form as an altform, and do not count as companions unless they did already. They function as 'pets' in terms of mechanics.

Vents still function on the abilities of others, though it tends to be specific techniques/weapons as opposed to 'variable' abilities, especially for Steal Vent or Strange Vent. Strange Vent copies can only be used once, and you do not regain Strange Vent until the previous one is used up.

I can't account for all of the actions or context of a particular Jumper. You're allowed to fanwank what conclusion you come to and what led you to that point, so long as they fit within the categories above for the purpose of rewards. A Henderson-level derail will gain a joke ending in a later version.

Either when you take the Key or finish the gauntlet, you may merge your Advent Deck with a Driver (or similar transformation device) you already possess for free.

For the Absolutely Insane…

You madman. You derailed the plot in such a grandiose way that the universe (and the limitations of this document) have no idea how to process what you've done. Maybe you somehow turned the Rider War into a high-stakes soccer game. Maybe you somehow went back in time and completely prevented the existence of the Rider War before the circumstances leading to your arrival could happen to begin with. Maybe you used Strange Vent to steal Odin's Time Vent and use it, just to see what happened. Or maybe you just got sick of the whole business and blow up the entire city/planet.

Shiro will, in a panic, use Time Vent to 'correct' this, but this only makes the paradox you caused worse. Everything just kind of dissolves, and you with it…

When you wake up, your powers are restored (if they weren't already) and your companions and Allies are with you, similarly confused. It looks like you're still in a world with Kamen Riders and whatnot, except you're in America and all of the participants are radically different people. Also, no one seems to know how to make proper peanut butter and jelly sandwich, and aliens are somehow behind the war.

Yes, that's right. You must now spend a year in Kamen Rider Dragon Knight before your benefactor figures out where you landed and sends you back along the rest of your chain. Hey, at least you got to keep what you gained from the previous timeline!