

~Super Hero Getter~

*The legendary creatures of **Changeman**. Then a **Flash** from a supernova. The glowing aura of **Maskman.** Why'd their friends do that to **Liveman**? The **Turboranger** were high school students, but **Fiveman** were teachers and siblings. **Jetman** was in style.*

Japan, 1985, the Earth Defense Force Commander Ibuki has gathered his elite soldiers for a particularly harsh training session. After a day of brutal training these elites, fed up with Commander Ibuki, abandon the training only for the EDF to be attacked by the Great Star League Gozma. After conquering hundred of planets the Star League has set its sights on earth and sought to eradicate those who pose the greatest risk of interfering with their plans. Beaten but not broken these five elites refuse to back down from this threat. Just then the Earth begins to shake, and as Ibuki had planned, empowers these five with the Earth Force. Now enhanced with the power of mythological beasts and advanced military technology, the Blitzkrieg Squadron Changeman begin their war against Gozma.

Years past in 1966, 5 children were captured by the "Alien Hunters" at the behest of Reconstructive Experiment Empire Mess who wished for samples of humanity to experiment upon. These children were rescued by an alien race known as the Flash, who brought each of the children to a different planet of the Flash System to train. They finally returned to earth in 1986 to combat Mess, who is now trying to invade. They search for their birth parents but the atmosphere of the earth is harmful to those empowered by the Flash, giving the Flashman a time limit of one year on their true home planet.

The great Commander Sugata, a scientist and sage, discovered the existence of the Royal Underground Empire Tube. The Empire is a malignant force that desires to dominate the land, which is based underneath Japan. While once pacifistic, its new Emperor Zeba has his eyes on global domination. The new goal of Tube has become turning the world into a cold and shady planet, conditions that would need to be achieved so that the citizens of Tube could live on the surface. In order to stand against them and thwart their plans, Sugata recruited five young people, each one specializing in a style of martial arts, and taught them in the ways of the mystical "Aura Power" energy.

Academia Island, a home and school for young scientists. The top three students Tsukigata, Senda, and Omura have left, feeling that their talents have been wasted. The three have joined the evil organisation Volt, and on the night of their departure slew two of the five students who attempted to stop them. The five students were part of a team developing an advanced suit strong enough for space exploration. The remaining three, Yusuke, Joh and Megumi, continued their work with the aid of Professor Hoshi. The day their shuttle finally

launches they are shot down by a mysterious ship piloted by Tsukigata, Senda, and Omura. Donning the suits they originally designed for exploration Yusuke, Joh and Megumi become Super Beast Squadron Liveman! But as time goes on they are joined by the younger siblings of their slain colleagues: Tetsuya and Jun'ichi.

Twenty thousand years ago, the Fairy race assisted humans in a battle against the Boma Tribes and successfully sealed the Boma Tribes away. However, due to modern day pollution and man's destruction of nature, the power of Fairy magic has weakened, allowing the seal to be broken and the Tribes escape. Seelon, the last of the fairies, with the help of Dr. Dazai, summoned five high school seniors. As children, they were showered with the "flames of spirit" of the fallen fairies in a forest and can now hear Seelon's voice. Donning powered suits, the product of a combination of Seelon's magic and Dr. Dazai's science, the five youths became the High Speed Squadron Turborangers, juggling days of fighting with their regular school lives, in order to defeat the Boma Tribes.

In 1970, Doctor Hoshikawa was researching how to transform the planet Sedon into a green, lush world, and tested his research by attempting to grow flowers. On the day the first flower bloomed, the Zone Empire launched an assault on the planet, he and his wife were separated from their five children. His android Arthur G6 took the five children back to Earth and raised them. 20 years later the five are now teachers in the same school, and the Zone Empire sets its sights on earth. His five children have spent their lives developing technology to take vengeance on the Zone Empire and when the empire launches their offensive the Hoshikawa siblings stand together as Earth Squadron Fiveman to protect the planet.

In 1991 the Sky Force military organisation which protects the earth has developed 'Birdonic Waves", a technology capable of giving humanity great powers. Director of the project Aya Odagiri hand selected the best of the best in the SKy Force to become the Birdman Squadron Jetman. The first subject, Ryu Tendo, were successfully exposed to the birdonic waves and became Red Hawk. But in the following moments the base was attacked by inter-dimensional invaders, Vyram. The base was destroyed and the birdonic waves scattered affecting four civilians instead of the elite soldiers of the Sky Force. Odagiri and Tendo successfully escape and begin searching on Earth for the four remaining Jetman, training them to aid them in stopping Vyram's plans of conquering our dimension.

You're going to be here for ten years and live through all of these events. Here's +1000cp to help. Gender is irrelevant despite it being the 80's so you can change it if you wish, and you can choose your age from within a reasonable range per your background.

Backgrounds

Drop-in

You have arrived in this world from another dimension, with no new memories or allies. When the time of the Jetman team come around there is going to be a whole lot of folk from other dimensions coming over, so you won't be as out of place as it ordinarily would.

Elite Soldier

You are a world class soldier, dedicated to the protection of the earth. You have had a rather ordinary life so far, but have been training for likely a decade by this point. You can belong to the normal japanese military, the EDF, or the Sky Force. Yes, you can belong the the EDF and be a jetman, don't question it too much.

Mystic Hero

From an early age there was something special about you, but what it is has always been unclear. You have studied at least one martial art in your life, and are either a student the same age as the Turborangers or a grown adult with an exciting career such as racing akin to Mask Red.

Warrior Scholar

You are a learned man, potentially a former student of academy island. You have spent your life pushing the boundaries and seeking to enhance the lives of humanity. Of course there are those who would use your inventions for ill, so it pays to be careful.

Invader (200cp)

You are not a hero. You are an Invader who seeks to subjugate or destroy humanity. You may belong to any of the enemy forces the Super Sentai of this era: Great Star League Gozma, Reconstructive Empire Mess, Underground Empire Tube, Armed Brain Army Volt, Hundred Boma Tribes, Galactic Imperial Army Zone, or Dimensional War Party Vyram. Of course you can be a solo act, or check the items section to see about founding your own invasion force. You can look like an ordinary human or resemble any of the various form of Kajin from Changeman through Jetman. You begin with a measure of power equivalent to a standard footsoldier, above human but below the average sentai team member.

Perks

Perks are 50% off to the respective backgrounds. 100cp perks are free for the respective backgrounds.

Drop-in

Ai No Soldier (100cp)

A superhero deserves a proper theme right? You have your own personal theme, ending music, and a theme for when you are piloting a mecha. You can turn these on and off, and allow others to hear them if you wish. You also have access to the music of every sentai team through Jetman.

Extraterrestrial Hero (100cp)

You are not the only visitor from far away in this world jumper. Despite your likely odd or alien behavior, speech, and or dress in the eyes of the locals they don't seem to mind. Hell, they barely register your strangeness unless you actively force it upon someone.

You Gotta Have a Theme (200cp)

Themes are a very important thing around here. Wethers that's the Jetman's Birds, the Changeman's mythical creatures, or the Liveman's scientific principles. You too can select a theme which can aesthetically change any transformation you have access to, especially henshin devices. This can also apply to the transformations of your companions. When fighting in a team of people using this theme your power is boosted somewhat as well.

Past Hunter (200cp)

We all have things that we have lost, things we would give anything to retrieve. You just so happen to be really good at finding lost things. Whether that's the pair of sunglasses you dropped off the side of a ship or your parents that were left behind when you were abducted by aliens 20 years ago. Clues to something lost that you seek just seem to fall into your lap one way or another.

Rigelian Triangle Force (400cp)

Like the people of planet Rigel you have access to the "triangle force". This allows you to manipulate any machine mentally by touching it. This will supersede most encryption and digital defences. This can be used to control any machine without an intelligence of its own no matter how advanced.

Titanic Legacy (400cp)

The Flash system comprises many planets with all kinds of inhabitants, such as the legendary Hero Titan on which all flash technology is based. You are now an extraterrestrial hailing from the Flash system, perhaps even resembling the Titan himself. You have stats on par with a mid-series kaijin but without the stigma of association with any of the forces of evil. You have a familiarity with the Flash system and the other denizens of space from the sentai universe (up to this point). You do however lack any special abilities other than raw power, speed, and durability.

Dimensian Soldier (600cp)

Suitable, taking your origins into account. The Black Dimensian soldiers were a group of heroes from a dimension conquered by Vyram. You can transform using the power of the teleportation rainbow, a belt provided by this perk, to become a Birdman. A blue and purple form with natural flight, strength and speed beyond that of a human, fire breath, and a powerful sword.

Flash Force Training (600cp)

Through intense training you have become one a Flashman. Unlike the Flashman, who each specialised in a single area, you have been granted some skill in all areas of training albeit to a lesser degree. This means you have incredible endurance, strength, speed, jumping ability, intellect, and understanding of Flash technology, but are still outclassed in each area by the Flashman who specialised in a certain category. Lastly you have been granted a Prism Flash, a

bracer that allows you to summon a prism suit which is key to enhancing your abilities for combat, functions as a communicator, and can produce a stunning flash, as well as both a Prism Shooter and Prism Spear. The Prism shooter is laser pistol and can become a sword or shield. The Prism Spear is your personal prism weapon which appears to be made of crystal and is more powerful than your prism shooter in any configuration.

Elite Soldier

Specialised Military Training (100cp)

You have specialised training in a facet of military operations. Perhaps you have been trained as a sniper, a scout, a pilot, a civil engineer, an ops coordinator or something else along those lines. You've graduated from an advanced military program and have at least one tour of duty working in you specialisation.

EDF Strong (100cp)

You have dedicated yourself to the military, and it has paid off with your acceptance into the elite forces of the Earth Defense Force. Aa an officer of the EDF you are a highly skilled soldier and tactician, and your position as a member of the EDF grants you a certain level of respect amongst most military forces.

Uplifting Civilians (200cp)

Unfortunately the majority of those who became the Birdman Squadron Jetman were untrained civilians. Thankfully on the other hand you are an expert at training civilians into a fit fighting force. You know the best methods to train a person with zero combat experience into a functional soldier.

A Bit of a Dandy (200cp)

Like a certain ChangeGriffon, you are exceptional at acquiring the affections of your preferred gender(s). With a combination of flair, charisma, and skill you are the definition of a dandy "womanizer".

Eagle-like lifeforce (400cp)

Like one Jeffery Kensaki you were exposed to a natural source of birdonic waves and as a result have become very hard to kill. Like the Green Eagle himself you could survive all but the most grievous of wounds, even having your chest blasted open. If you do happen to shuffle off this mortal coil the bridonic waves which suffuse you will resurrect you once per jump.

Predictable Powers (400cp)

It appears Commander Ibuki has taught you a few tricks when it comes to acquiring supernatural powers. Your ability to understand the requirements and function of external supernatural power sources is improved, as is your ability to groom individuals to gain these powers through various trainings and exercises of your design.

Birdonic Waves (600cp)

You have received a full infusion of Birdonic Waves transforming you into one of a Jetman. This energy enhances your strength and agility in small amounts regularly but by tapping into the Birdonic waves within your body you can form a suit made of birdonium polymers. This suit grants high levels of enhanced strength and jumping ability, and is capable of growing a set of wings which allow for flight. You are in possession of a Cross Changer brace to aid in this process and provide the helmet to your suit. You may select your colour and what form of bird your suit is based on.

For an additional 400cp, discounted to the Elite Soldier background, you can have a birdonic reactor implanted in your body. This transforms you into a Neo-Jetman, changing your suit to a black base with silver armour and a white helmet. The strength and flight speed is is much higher, as is your defence. You are also immune to anti-birdonic waves. The one drawback to this is that the Sky Force sees the Neo-Jetman team as expendable compared to the originals.

Planetary Force (600cp)

You were provided with a Change Brace (which also doubles as a laser weapon, flash producer, and video phone) by Commander Ibuki, and have further been chosen by the Earth Force which in combination has unlocked the full power of each. Enhanced with the power a mythical beast (unfortunately Dragon, Pegasus, Griffon, Mermaid, and Phoenix are taken) and a powered Change Suits you have become a Changeman. Your transformation is activated with your Change Brace causing the Earth Force to manifest from a crack within the ground surrounding you with steam.

You possess improved strength, speed, durability, and reflexes beyond what a mundane human is capable of, with a special focus on one attribute related to your Change Beast. You also have an elemental affinity related to your Change Beast, which can be manifested through a pair of weapons generated by your transformation: The Change Sword, a blade that can transform into a shield, and the Change Zooka, a signature ranged weapon that reflects your Change Beast.

In the course of fighting Gozma the Changeman team discover that the Earth is not the only planet with defenders like them. Since you are technically not from around here you may select another planet to acquire powers from and a “mythical” beast of that planet to serve as your Change Beast.

Mystic Hero

Youthful Energy (100cp)

It can be hard to balance life as a hero and school, at least for most people. You have greater stores of energy and your mind is hardened to the stress of trying to juggle two aspects of ife. You can get by with a bit less sleep and eating like a teenager (mostly fast food) with no actual drawbacks.

Martial Artist (100cp)

The warrior's who would become Maskmen were renowned martial artists. You too are now an expert in a single martial art, with a lifetime of experience. You are skilled in all aspects of your fighting style, including its non-combat aspects and practical fighting.

Teenager with Attitude (200cp)

That's the criteria, right? A normal kid just doesn't have the will needed to save the world. You have an increased willpower, especially as it comes to your own lifestyle choices. People also seem a bit more tolerant of you acting like a bratty kid as long as you get the results needed.

Just a Racing Company (200cp)

The Maskmen his themselves under the guise of a Formula 1 Racing team, to cover up their movements and hide their actions from the public. You too are skilled in the logistics and methods required to cover up an organization such as the Sugata Group and the Maskemen through various covers.

A Fusion of Forces (400cp)

The Turborangers draw on the power of science and magic despite most people being of the mind that the two are opposing ideas. You have a unique power to fuel any technology you hold with any internal stores of energy you have and tap into a mundane energy generator to fuel your magic. This requires no additional devices or equipment, but you cannot draw more energy out of a source as it normally gives. So a power outlet will give less energy than a gas generator.

Warrior Savant (400cp)

It would appear that you have more in common with Commander Sugata than the other members of the Maskmen. While not a master of every martial art like he is, you are skilled in mental reinforcements. These allow you, through meditation or other various means, to shield your mind from assaults and train your willpower to great heights. You are also amazingly skilled at replicating martial arts techniques you see in action, although only of the mundane variety.

Flames of Spirit (600cp)

You have been infused with the power of the fallen fairies. You can see and hear supernatural beings usually hidden through disbelief or glamours, and have a small natural store of fairy magic. You cannot use this to cast on it's own and it regenerates at a very slow pace. You can use this magical energy to fuel your Strengthening suit, a magi technological marvel. You possess a turbo brace and can use it to summon your strengthening suit, which provides enhanced defence, strength and agility. If you run out of magical energy you are reduced to a plain "white" form and the benefits from the suit is greatly reduced. If you have another source of magical energy you can use it to fuel your Strengthening suit, and should you have magical enhancers or proficiency with magitech you may enhance the suit in various ways.

Ways of Aura (600cp)

Your training has finally paid off, as you now have access to the power of Aura. Aura is a spiritual energy generated by your body, near identical to Ki in many settings. While it could theoretically grant abilities similar to ki powers, that cannot be accomplished unaided in your current state.

However this also grants a Masking Brace, which when activated grants a Maksy Suit. A masky suit has electrical parts which activate the in-built computers, which coexist with a part which is operated by the wearer's Aura Power, thereby doubling the physical capabilities of the user. A high tech “silver box” sits on the suit’s belt, which is used to recall the suit’s weapon. All masky suits come with a Laser Magnum, a laser pistol that can be turned into a sword, and a personal weapon. This can be any form of “martial arts” weapon, such as tonfas, a sword, a ribbon, or even a yo-yo. The personal weapon can draw on the user’s aura for strength.

While transformed the user can perform aura techniques using the suit as a channel. You begin with knowledge of the God Hand, allowing you to supercharge your hands with aura for enhanced damage. You also begin with a single “meditation gesture”, an aura technique that can produce a single special effect. Examples include healing oneself, reading the minds of your foes, or conjuring an element. Naturally any enhancements to your Ki from other worlds can be applied to aura.

Warrior Scholar

Sibling Power (100cp)

The Hoshikawa siblings fight together so well for just that reason, they are siblings. Your ability to work hand in hand with those considered family, biologically or from long exposure, has been enhanced. This applies to combat, research, engineering, nearly all activities that can be done as a group is more efficient and effective when you are working alongside your family.

Student of Academia Island (100cp)

You have spent many years studying at an incredibly prestigious academy, perhaps even at the famed Academy Island. You have a wide breadth of scientific knowledge and a measure of talent in engineering. With enough focused work you could push the edge of known science.

Roboticist (200cp)

You are a skilled roboticist, able to create advanced machines along the lines of Arthur G6. This includes the capability for these robots to transform into powerful weapons of vehicles. With a bit or work to scale things up you could even use this as a knowledge base to construct mecha.

Those Left Behind (200cp)

The forces of evil touch the lives of many, leaving ruin and destruction in their wake. Not everyone is willing to take this lying down however, and you know just how to locate these

people. Those whose lives have been harmed by your foes are more willing to lend you aid and if they have suffered enough they could be easily recruited to fight alongside you.

We're Going to Space! (400cp)

Like the late Dr.Hoshikawa you are ages ahead of the scientific curve. You know how to build interstellar craft capable of minor FTL and all the smaller components that all entails. Similarly you are knowledgeable in terraforming technology, altering the terrain and atmosphere of a planet to be hospitable to life. Primarily earth life, but you could adapt these techniques to other planetary requirements.

Equipment Engineer (400cp)

You have spent a long time working on practical applications of your knowledge. You understand the base mechanics behind power suits, and can construct many of the advanced vehicles and weapons used by the sentai teams. If roboticist is also purchased you already have a decent idea on how to create combining mecha, and with some work could adapt this to work with other machines.

Five Energy Expertise (600cp)

You have an innate understanding of Five Energy, the mysterious energy source used to power the technology used by the Fiveman team. You can use this knowledge to construct five suits and V-Changers, including the various modules the various five suits possess. This includes such things as a device to analyze any material, enhancers to boost the capabilities of a suit or machine for 30 seconds, a perfect universal translator, a near instant automatic calculator, or a device that can produce all manner of sonic effects. You begin with a V-changer and five suit with a single module above installed. The V-changer has one flaw in that while transforming the energy can be drained which would cancel out the transformation. Taking this you may choose to begin as the sixth Hoshikawa sibling.

Live-Armor (600cp)

Your understanding of powersuits is unparalleled. You begin with the know-how needed to recreate the Live Suits, both the original space exploration versions and the combat ready modified versions. These suits provide a large store of oxygen, protection from vacuums, have high quality armouring which is more pronounced in the combat ready version, will protect from radiation, provide enhanced strength and speed, and will not hinder the wearer. You also know how to store the armour in digital space and can construct the Twin Braces to contain and summon them. You can likely apply this knowledge to a variety of purposes. You begin with a standard twin brace, a live suit styled after an animal of your choice, a Liblaster sword gun, and a single personal weapon of your choice linked to your live suit.

Invader

Alien Hunter (100cp)

You know a thing or two about hunting sentient beings. The proper methods of tracking, trapping, ambushing, and holding captive intelligent lifeforms. But a hunter needs his hound and as such you are also skilled at commanding allied beasts, whether that is a hound or some kind of monster.

Disunified Front (100cp)

Not everyone is into the whole “villain” schtick. Weird, right? Well you have a talent for blackmail and intimidation in just the right amount to incentivize those who would be your underlings.You have an instinct for the limits of how far you can push this exploitation before they are likely to turn on you.

Seal Breaker (200cp)

Sometimes the heroes won’t kill you, instead they will seal you away. That would be a rather foolish idea considering that now when you are “sealed” away the energy of the seal will drain faster than before, or begin to drain if it’s the kind that wouldn’t wear away over time. Eventually it will be weak enough for you to break out of, without outside assistance.

Thief Knight (200cp)

You are a thief, but not an ordinary one. You are legendary thief akin to the Thief Knight Kiros, the man who could steal anything and make his own. Your capacity for infiltration, acquiring what you came for and escaping unnoticed is impeccable. Beyond that physical restraints have a problem holding you, even if the restraint in question is the inescapable “whirling hell”.

Ginga Squadron (400cp)

Galaxy Squadron Gingaman! Jumper Ginga (Colour)! You’re not any kind of jobber kaijin, you are empowered on par with the base level of the various sentai teams. You also have a very special little trick up your sleeve, the ability to transform your appearance into that of any sentai of your your selected colour. You don’t get any special powers they may have but you do get your own personal weapon equal in power to that of a sentai’s.

Dark Aura (400cp)

Like Zeba you bear the secrets to Dark Aura, an evil reflection of the power used by the Maskmen. You have a store of dark aura within your body which you can use to drain light and heat from the environment around you. Starting out this might not seem like much but with training you could freeze lifeforms solid or render a sunny day pitch black.

Rank Up (400cp)

You are no longer a low ranking member of any of the villainous organisations. You have physical capabilities on par with most sentai and a single special ability. This could be enhanced speed, some form of elemental attack, or a robotic body capable of being upgraded. Your appearance is obviously inhuman somehow, and you could count yourself among the many types of kaijin present.

Great Professor (600cp)

You are an individual akin to the great professor Bias with an IQ in excess of 1000.You know how to develop and grow all manner of kaijin, and the methods needed to train people up to your intellect. That second one may prove very useful since you are able to develop the “Giga Brain Wave”, by using twelve minds of great intellect you can restore the youth of a being in order to cheat death. The “Giga Brain Wave” can also be used to mentally dominate others, those controlled in this manner are very hard to free.

Great Emperor Jumper (600cp)

Well it turns out that you are not a kaijin, instead you are simply a mass of genetic material. What does this mean? Simply, you can absorb the genetic materials of kaijin and other beings when they have been sufficiently weakened in order to become “perfect”. This is a long road, requiring hundreds of years to even get the ball rolling in canon, but has no real upper limit. As long as you continuously absorb more and more new genetic material you will continue to grow in power and even develop traits associated with the absorbed genetic material.

Items

Items are 50% off to the respective backgrounds. 100cp items are free for the respective backgrounds.

Drop-in

“Alien” Garb (100cp)

You have a closet full of retro-futuristic outfits, similar to those worn by the flashman team. They generally consist of colorful togas and vests, skintight pants, and matching boots.

Mag-Like (200cp)

A simple, cylindrical droid programmed by aliens from the flash system. It is a nice little fellow but is explicitly non-volitional and only counts as a follower. It has been programmed to perform all the required upkeep on weapon, mecha, vehicles, and even the bases developed by the Flash aliens. This model can perform the upkeep on any of your equipment as advanced or less advanced as the technology of the flash system. If you purchase the Round Base it will be able to handle all the functions of the base on its own.

Beast Warrior Egg (400cp)

An egg containing a beast warrior, just like the one Flash Pink hatched the Powaburu from. This egg will hatch into a decently powerful, but non-sentient kaijin and will imprint on you as its owner. It counts as a pet and if it were to die you would receive another egg.

Round Base (600cp)

A large box-like base with what resembles a flying saucer on top. It contains the facilities needed to train people in the ways of the flash system warriors, to construct and work with flash technology, has a docking bay for vehicles and mecha, and finally can travel through space with interstellar grade FTL.

Elite Soldier

Uniform and Corresponder (100cp)

A high quality military officer's uniform, with a selection of ribbons, medals, and cords displaying your various military accomplishments (actual or jump fiat given). This also comes with a wrist mounted corresponder, a simple communicator with a high max range and crystal clear signal no matter what.

AutoChangers (200cp)

A set of bikes any henshin hero would be proud of. Five top quality motorcycles, each in a different colour of your choice, these vehicles can ride across damn near any terrain and are capable of reaching speeds in excess of 360 km/h. They are highly durable, able to take strikes from many kaijin.

Birdonic Wave Transmitter (400cp)

A bulky machine with all kinds of flashing lights and moving parts. It can be used to generate birdonic waves, infusing suitable candidates with the ability to generate birdonic suits. This can also be used to, with the correct ingredients (instructions included with purchase), to create birdonium polymers. Birdonium polymers are incredibly durable and light.

Earth Ship (600cp)

A replica of the space station/military base used by the sky force until it's destruction at the hands of Vyram. It has all the facilities of a highly advanced military base, research labs dedicated to the development of military technology, and advanced space technology such as artificial gravity. It has instructors, communications officers, and some researchers but you will need to provide any actual soldiers. It will follow you from jump to jump appearing in orbit of whatever planet you happen to start on (or just floating there in the sky in pre-heliocentric worlds), or as a warehouse attachment in its own artificial space pocket dimension.

Mystic Hero

A Fighter's Gear (100cp)

You have a martial artists outfit and training equipment. Just simple weights, striking boards, a punching bag, stuff like that. You also have a colour coordinated outfit made out of rugged material, like a denim jacket, so as to stand up to your fisticuffs.

Saint Beast (200cp)

A new constellation rests in the sky. It very closely resembles an impressive and mythic creature. The constellation is all that remains of a Saint Beast, and while it cannot directly interfere with events it is very wise and you can communicate with it while it hangs in the sky (i.e. during the night). It will also oversee any beings you seal away and forewarn you should they be close to escaping. This constellation will be found in all worlds you come to visit but there are no physical stars which make it up.

X1 Program (400cp)

The predecessor to the Maskmen in the M-program, the X1 system was not nearly as powerful as what would eventually be the Mask suits. This is not exactly that same program. This is a set of suits, with included blueprints, which resemble the X1 system used by X1 Mask. This includes the buckle which can produce a deadly gas. These suits do not require aura use to utilise and are comparable to a low level kaijin in power. Prolonged use may unlock someone's latent Aura or Ki capabilities, and they will serve to aid in training in the use of those kind of abilities.

F1 Team (600cp)

You have your own small training track, garage with mechanic's tools, and several F1 quality racing cars. This includes a team of follower mechanics and all the required licenses and membership in the FIA Formula One World Championship League. This includes a single NPC racer who is decently skilled, at least enough to keep the tournament invites coming in and in general it will take care of its own funding and all that. What's special is that no one will ever look into this team and any shady or secret business you use this as a cover for is all but guaranteed to remain undiscovered unless you actively draw major attention to it.

Warrior Scholar

Live Cougar (100cp)

A specially designed 4x4 combat vehicle, resembling an ATV or a Jeep. On the top a cannon is mounted capable of firing a blast of energy or a capture net. The exact colour and style is up to the jumper.

Team Bomb (200cp)

Like the Gorenger, Sun Vulcan, and Fiveman teams you have what appears to be a ball, about the size of a soccer ball or basketball. As it is passed from one person to another it will gain a portion of their energy, until it is full and then the current holder can activate the "Super

Jump Ball" finisher. The exact appearance and style is up to you, but when passed between members of a sentai team it will change to match the current holder's colour.

Five Techtor Armor Upgrade (400cp)

A set of armour components that were developed by the Fiveman team to enhance their powers fivefold. Composed of Shoulder Guards, Arm Shields and Power Leggers, this special model can be attached to any transformation device or power armour you possess and will likewise increase the physical traits by five times. This also comes with the schematics to construct more.

Academy Island (600cp)

A rather nice sized island which is home to a large academy. It is staffed by world class teachers and scientists, and has facilities to research all fields of science. This includes the facilities to construct and launch space capable vessels. You are respected as the owner of the academy and it will follow you from jump to jump or become a pocket dimension attached to your warehouse per your wishes. The staff and students will change, taking new recruits from the world you find yourself in should you choose the former. Changes you make to the island and its facilities will be retained across jumps with either choice.

Invader

Outlandish Closet (100cp)

The villains around here tend to dress… let's call it eccentrically. You have a closet full of over complicated and often times bizarre outfits, including replicas of the outfits worn by the many villains of this series.

A Briefcase Full of Doylens (200cp)

A briefcase full of the galactically accepted Doyen currency, totalling about one million in total. This translates to about one hundred million yen, and despite earth being unfamiliar with the doylens no one will question its use. Any currency placed in the briefcase is converted into doylens, and will be accepted anywhere in the milky way.

Enlarging Beast Gorlin (400cp)

A white skinned robotic creature. It can absorb a weakened creature and transform into a massive version of it. It can absorb any kind of creature, regardless of the original creature's size. EVen without absorbing it has great strength and cannons built into its hands. It's own intelligence is rudimentary at best. Since it is cheap to construct in the first place purchasing this gives you the schematics to create more, and whenever your original is destroyed you will receive an immediate replacement.

Organisation Purchase (600cp)

So joining one of the pre-existing evil armies didn't strike your fancy? By purchasing this you have one of your own. You are the undisputed leader of this organisation, which has an infrastructure large enough to perform a decent invasion of a country the size of japan. The infrastructure naturally contains several secret bases. It begins with several Kaijin generals of

moderate power and a large force of generic foot soldiers. The Kaijin and foot soldiers can be a copied design or designed by you. Either way they begin no more powerful than those present in the sentai series as of jetman. 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.

General Items

Sentai Planet (100cp)

There are certainly quite a few transformation devices around these parts. For 100cp you can combine any two transformation devices you have purchased here, or combine on acquired here with one you have acquired elsewhere.

Mecha Purchase (400cp, Discount Drop-in, Elite Soldier, Mystic Hero, and Warrior Scholar)

A staple of super sentai at this point, it only goes to figure that you would have a mecha of your own. You may choose to have a copy of any canon mecha from Changeman through Jetman, or design one of your own with traits about equal to those from the aforementioned series. This can be purchased multiple times, the first two are discounted to the correct backgrounds. A docking bay for any purchased mecha will be provided as a warehouse attachment. It cannot be used to store anything but mecha but will grow for whatever mecha you may have.

If you already have a mecha of some sort you can pay 100cp to import it to acquire the abilities of a mecha purchased here. Or you can instead pay the 100cp to give your pre-existing mecha the ability to combine with the one bought here, akin to Tetraboy becoming a shoulder mounted cannon for the Jet Garuda. If you have purchased a multi-part mecha like the Jet Garuda you can pay 100cp each to import a smaller mecha or vehicle to acquire the abilities of one of the mech's parts and the capability to combine with the other parts.

Companions

Dimensional Sentai Jumpranger (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. For 200cp you can grant your companions the suit and the basics required to use them from any sentai capstone you have purchased. They do not receive any additional benefits, such as scientific knowledge from the Liveman or Fiveman perks, and if they gain the powers of a Jetman they must still pay for the Neo Jetman upgrade even if you have it.

Jumper-Kun Dolls (100cp)

These are cute chibi plush dolls/puppets of you and all of your companions. They can't do much, but will run around and have their own adventures if left unattended. They count as followers and not companions unless imported.

Robot-Friend (200cp, Discount Warrior Scholar)

A humanoid robot with a friendly AI. It is about as physically capable as a sentai, and has the unique ability to transform into a large weapon. Typically this would be a large team wielded cannon, but if you wanted a massive robot sword instead I won't stop you. The specific appearance is up to you but it is obviously inhuman.

A Fairy Friend (200cp, Discount Mystic Hero)

A small magical creature, this is a fairy akin to Seelon who aided the Turborangers. It is invisible to all except those who have magic or are very young. It can provide you with meager magical energy if you are low, or perform a disorienting "shine of the soul" which is very tiring to them. As a fairy they can sacrifice themselves to seal away a powerful creature, but since it requires the fairies sacrifice this can only be performed once per jump. The seal is imperfect and will wear away over time, and especially strong creatures may break out in very short order or fail to be sealed at all. If the fairy is sacrificed in this manner they will not revive until the next jump.

Drawback

-It's a *Super Sentai Anniversary!* (+0cp)

If you have been to the world of super sentai before, any changes you have made will carry over. This includes any allies and enemies you may have made. If you wish the other heroes created by Ishinomori may show up every so often for a "crossover episode" and if you have met them they will remember you, but other than that interaction with them will be at an absolute minimal.

-*I will Protect the Princess* (+100cp)

It doesn't matter if you have never met them before, if they are being held captive or are threatened by your foes you are going to become emotionally invested. This will affect you the most when it is a specific individual as opposed to a group.

-*Teenager with Too Much Attitude* (+100cp)

You are trapped in the body of a teenager, and somehow everyone is aware that you are in fact only 16-17. They will not let you drink or smoke and will generally treat you as they would a child.

-*Star Crosser* (+200cp)

Like a few of the rangers around here your life appears to have been written by William Shakespeare. You will find love at least once per series and you will watch them die. It will hurt just as much every single time. Even others you have romantic relationships with may fall victim to this fate.

-*The Off-Kilter Coif* (+200cp)

For some reason your hair and equipment will often be knocked out of place. Not necessarily a major problem, if not for your pathological need to keep it perfect. Even if it is in the middle of combat you will stop whatever you are doing to fix what is currently out of place.

-*Academic Competition* (+200cp)

Like the Liveman you will suffer betrayal from a close ally or three. It may not happen during every series but when it does occur it will be a surprise and it will hurt, emotionally and they will likely leave a few corpses behind in the process of their betrayal.

-*Anti-Flash Phenomenon* (+300cp)

Like those who live in the Flash System, something about our solar system is poisonous to you. You can only survive on the earth for a year before you must leave, otherwise you will die. Taking this does not provide you with a way off planet.

-*Dimensional War Party Jumpchan* (+300cp)

Vyram built their forces by conquering various dimensions, and so your benefactor or some other mysterious force has given them a little leg up on you. Vyram will not just be there for the events of Jetman, they will instead be the first to invade and likely the last to leave since they now have a much larger force, consisting of warriors and monsters from every world you have been to and several generals made up of your most powerful rivals and enemies.

The End

Your ten years are up and you survived so now it is time to choose
-Go Home
-Stay Here
-Continue to the Next World

Notes

Tetra Boy AI

If you use your mecha purchase to buy a copy of, or create a mech similar to, the Tetraboy it will become a companion due to its advanced AI. How advanced you might ask if unfamiliar, the Tetraboy Mech is a master of kickboxing should be a good reference point.