Kamen Rider Zi-O
A Jumpchain CYOA
By HeavensAnon

The legacy of the Heisei Kamen Riders has carried on throughout the era.
And now, they pass their power on to the new generation!
Rejoice! For the birth of a new king!

In the year 2068, the entirety of planet Earth has become a barely habitable hell. More than half of humanity has died to the reign of terror led by an all-powerful despot: Kamen Rider Oma Zi-Oh. A last ditch assault led by a Resistance of ordinary people is utterly crushed by his overwhelming power. This tyrant loudly proclaims they never had any chance of victory, for he was born to be king. The Resistance is utterly slaughtered, and what little hope there was of overthrowing the Demon King with a stranglehold over Time itself is lost.

In the year 2018, ordinary high school student Sougo Tokiwa dreams of one day being a king. He is beginning his day like any other when he's suddenly confronted by two people from the future – the tough and short-tempered Geiz and the mysterious Tsukuyomi. They claim to be from the Resistance in the future and are trying to prevent Sougo from rising to power as Oma Zi-Oh...news he's surprisingly thrilled to hear, though he's not happy to learn he's apparently a very evil overlord. Not long afterwards, his self-proclaimed prophet from the future Woz appears with a Ziku Driver on a velvet cushion, proclaiming it is his destiny to ascend to power as Kamen Rider Zi-Oh. To make matters more complicated, a faction of time travelers called Time Jackers conspire to prevent Sougo's rise to power, if only to prop a more easily-controlled puppet king in his place.

If this wasn't confusing enough, we'll be tossing a Jumper into the mix very soon. You arrive at the moment Sougo sets off to go to school on the day Geiz and Tsukuyomi arrive in the year 2018. You will be spending ten years (from your perspective) in this world.

Backgrounds:

Destroyer – Oh Jumper, what is that light reflected in your eyes as you cross the Parallel Worlds? You're not from around here...not just from the past or the future, but from a different world altogether. Perhaps that's stating the obvious, but your nature as an outsider stands out more so than usual in this form. You're defined by being someone outside of a narrative, and someone who wields powers stolen or borrowed from others. Perhaps you're a thief who takes anything they consider a treasure. Perhaps you're a hero or villain you believe the world needs. Either way, you're someone who tears apart the status quo and makes ripples in the Parallel Worlds...a true Destroyer of Worlds.

Heir – Actually, you don't look very special or unusual, Jumper. Odds are you're a high school student or someone entering college, someone who is young and full of potential and not quite having chosen what they want to do with themselves. But you know what they say: Who we are today isn't who we will be tomorrow. Perhaps in the future, you will finally tap into that potential and become someone who changes the whole world? Should you walk forward, maybe that day will come sooner than you expect.

Herald – REJOICE! You're not defined by living a mundane life in the present or being a wayward soul, but the fact you are meant to create and celebrate greatness! You are a mysterious prophet in service to a greater power...or at least, one you hold great conviction for. Through the power of time travel and your sage advice, it is no doubt that your 'chosen one' will become the earth-shaking figure they deserve to be!

Also, you may or may not be yet another alternate version of Woz. Up to you.

Guardian – What's an ordinary person to do when the future is hell and a present is manipulated by several powers vying for control and power? To dig your feet into the ground and fight for what you believe in, come hell or high water. Whether a survivor from the Resistance in 2068 or a time traveler seeking to right wrongs, you are someone who seeks to make this world a better place, and perhaps avert the grim fates that await planet Earth in later years.

Time Jacker [200] – The future belongs to those who are behind the throne, pulling the strings of their chosen puppet. You're a stranger from another timeline recruited by an enigmatic man calling himself Swartz, claiming his goal is to supplant Oma Zi-Oh with a puppet king that will be easily controlled. Thus he gave you a fragment of his power and an idea of how he plans to obtain this: By replacing the heroes of this world with unworthy inheritors, warping them into future candidates for new Kings. Whether you stick with him or follow your own agenda, that choice is yours.

You may freely decide if you enter the world with memories or without, letting you 'drop in' as if from the ether if you wish. Choose your age and gender for free.

Perks:

Clocksmith [300] – There's an awful lot of clocks in this jump, you know! Ridewatches, Time Mazines, even the DenLiner!...eh, some of those aren't clocks? Nonsense, they tell time, so they must be! You're an accomplished clocksmith and can fix just about any clock that hasn't been disintegrated into atoms, even making due with some otherwise basic parts to make it good as new. Strangely, this ability to repair clocks also works on anything related to time. Time machines, physical manifestations

of individual timelines...so long as it has a mechanism you can look at and tinker with, you can fix it good as new no matter how complicated or bizarre it is.

Over-Quartzer [1000] – There is a coveted and dangerous power within this world, Jumper. A hidden potential that taps into the very flow of time itself. The right to rule and destroy space-time itself with but a wave of your hand, to reject the possibilities of loss or defeat and create a future dictated by your whims and nothing else. To be crowned the undisputed tyrant of time itself. This is the power of Oma Zi-Oh, the King of Time. Originally, Sougo Tokiwa was the only one born with this potential, and will steadily awaken into this power as the year goes on.

Except now, there's another potential inheritor to that throne: You.

At first, this does very little to nothing for you. But as you expose yourself to more danger and grow in power, you will find the flow of time itself begins to move for you. You will have prophetic dreams about the distant future, only to find that future was very real and you had transmitted your consciousness forward in time. Sometimes, these timelines resemble things related to your wants or subconscious desires, being made real by your mind itself. Transformation gadgets and abilities you possess gain individual powers over time, such as being able to undo a few minutes worth of events with the push of a Ridewatch or calling forward a temporal duplicate of a being you possessed the same powers as. As you gain more control of your power over time, you can easily travel through it with barely a thought and accomplish feats such as aging something into dust within seconds. At your very peak, you may even rewrite the events of a timeline to your own specifications, bringing back the dead and even giving them lives to your specifications, though this is likely to exhaust the majority of your power for some time.

Were you to obtain the power of others through time itself, such as through Ridewatches, you too may claim the power of Grand Zi-Oh after obtaining the majority of them...letting you summon the weapons and temporal copies of those you possess Ridewatches of. At your peak, you may combine them all into the form of Oma Zi-Oh...a powerful, undisputed form fit for the King of Time, able to use all powers of the Ridewatches you possess with barely a thought, as well as greatly enhancing your already fantastic might over time itself.

You have the right to rule. You only need to use it.

Seen it All [100 – Free for Destroyer] – A hostage situation on a bus, giant robots destroying the world, a bleak future where millions die or suffer. For anyone else moments like these define their entire lives, but for an outsider like you it's all so tiresome, isn't it? As though you've seen the same old lines play out a million times, you are able to emotionally detach yourself from danger and tragedy with relative ease, not only thinking with a clear head but being able to walk away from it unfazed. Only things that directly threaten you or whatever you choose to value can shock you out of this reverie, if only to give you the urgency you need to defend them. You may toggle this on and off.

I Want It! [100 – Free for Destroyer] – When you walk past the curtain leading to the infinite Parallel Worlds, you often don't get to carry a lot with you. Maybe you pick up the odd hitchhiker or some new tricks, but you know what the really valuable thing to take with you is? Unique and mighty treasures you can't get anywhere else. You have a talent for figuring out where to find valuable or powerful items, as well as finding clues that will take you to them. It won't guarantee you'll be skilled enough to steal it from whoever or whatever's guarding it...but you'll at least know where to start.

Planned Ahead [200 – Discount for Destroyer] – You've been at this game for a long time, and damned if you lose now because some mustache-twirling villain of the year thinks they can get the better of you. You have a knack for countering the schemes and long-term plans of adversaries and wannabe chessmasters simply by anticipating their desires and goals through your intuition. They plan to steal your power to use as a linchpin? That's alright, you stored a backup of your powers elsewhere. They want you to kill some minions who have outlived their usefulness? You give them a head start while doing the bare minimum of effort. These small actions eventually snowball into giving whatever side you're really on a considerable advantage, and more often than not derail these well-woven schemes or at least introduce setbacks that can build into their eventual defeat. Let them regret trying to think you're a puppet for anyone or anything.

Capricious Ally [200 – Discount for Destroyer] – Of course, a lot of heroes and villains also make the common mistake of thinking a powerful outsider must belong on their side. So despite whatever fearsome or untrustworthy reputation you might have held before, you'll find yourself getting offers to be in the inner circle of whatever villain group is trying to take over the world this time around, and heroes are oddly receptive to your help when you're not trying to beat the tar out of them. Sure once you pick a side for good or reveal your true goals you have to commit to it for the time being, but your faction compass before then may as well be a Ferris wheel. Be a villain one day, be a hero the next. It's all good fun, isn't it?

My Existence Is My Power [400 – Discount for Destroyer] – Your powers aren't something that can just be taken away or erased by the wave of someone's hand or a few lines in a script. You ARE your powers, for your nature as a Destroyer is built into your very existence. You're still here, so clearly your power must be too. If your superpowers or abilities are somehow stolen or nullified, you'll find them working just fine when you tap into them once again. The worst you might feel is a bit of fatigue or disorientation, but your might remains the same as it was before...and likely to the unpleasant surprise of whatever thief tried to make off with it.

Between the Curtain [400 – Discount for Destroyer] – Of course you're no stranger to traveling from world to world. Why else can you do it with a casual wave of your hand? With just a simple gesture and willing it to be so, you can summon the 'curtain' between worlds to transport you or others to either a different time or a different Parallel World altogether, traveling to the worlds of other Riders or alternate timelines with ease. In future worlds, you can similarly traverse to any existing alternate universes or time travel with ease, though the former only if any exist in the first place. Going from one place to another, never staying in one for too long...it fits you, doesn't it?

Journey Through The Decade [600 – Discount for Destroyer] – Perhaps you don't really have a story of your own, when it comes down to it. You're defined by being someone who travels to entirely new worlds and becomes whatever that environment changes you into. But maybe, just maybe, you don't need a story to begin with. Because your power is the infinite lights shining in the Parallel Worlds across all of time and space.

Much like a certain other Destroyer of Worlds and his thieving counterpart, you are able to 'capture' the powers of significant individuals across Parallel Worlds...in this particular world's case, those of Kamen Riders. You have the power to Connect with these special individuals through helping them through their personal journeys or just an important quest they're on, though you don't necessarily need to be nice about it – being a rival or 'villain' to their story works just as well. This is largely dependent on who you're trying to Connect with, but however or whenever it happens, it must be a significant and personal undertaking for the both of you. Upon successfully doing so, you are able to gain a copy of

this individual's powers in the form of a Rider Card. This Card is a crystallization of their abilities and powers at the time the Card was created, able to let you transform into them with the help of a Decadriver, or using an individual ability by tapping your hand on the card. Should this person have multiple forms or abilities, the Cards come in sets, but the larger the 'set' will be, the harder Connecting with them will be...you may find yourself being their sidekick or shadow for some time if you're trying to get a whole deck out of one person! Wield the stories of these brave souls, Jumper.

Destroyer of Worlds [600 – Discount for Destroyer] – No matter how you look at it, you're the alien invader. You don't belong in any world you arrive in, not really. You're the unwanted extra, the dangerous rebel, the ultimate villain...the Destroyer of Worlds. Whether you're the harbinger of the apocalypse for all or the trickster who turns the tables on evil souls, one thing cannot be denied: You are absolutely terrifying to contend with, and any who know the truth are right to fear you. Just by involving yourself in the greater story of any given world or individual, your presence makes destiny uncertain and the future murky. Something that was destined to happen is derailed easily with some effort from yourself, and efforts to predict your role and impact give fuzzy returns at best. But this isn't your most terrifying ability, no, that is the power to annihilate the story of a given world. By striking down 'important' figures in the grand story of whatever world you're within, your nature as a Destroyer allows you to erase them from existence entirely once the fatal blow is struck. This can extend as far as erasing their entire history from the timeline, creating a world where they never existed in the first place.

But most horrifying of all is that if you strike down the final 'hero' or 'villain' of a given story, or if those don't exist all of its major figures and whoever could take their place, you may extinguish the light of that world altogether. Without its hero or its final obstacle to justify its existence, the entire World they belonged to will be eradicated and tossed into nonexistence.

You might want to leave before this happens, if you really seek to do such an unspeakable thing. You may toggle the destructive and annihilating effects of this perk on and off at will, and its severity lowered if you simply wish for individual foes to stay dead.

Ordinary High School Student Jumper [100 – Free for Heir] – Who would suspect someone so important to the future would be such a dork? Well, no one's the same person they were in their youth, I suppose. You have an unassuming air of goofiness and innocence to you, making others disbelieve or at least doubt someone like you could ever be something like a future tyrant or inter-dimensional alien. It's only when you show off your darker side or obvious evidence of your own powers does the facade melt away. It also makes catching others off guard just a bit easier, of course!

My Dream [100 – Free for Heir] – Well, it's good to set life goals for yourself. Even if it's something like 'I want to be a ruler!' When you set your mind towards a particular goal of yours, no matter how unrealistic or silly, you'll quickly gain a well of determination to tap into as you pursue it. You can also more easily resist the temptation to give up or deviate from your wish, able to stay focused on how to make it a reality, though you still have enough sense to realize when something is pointless...unless you want to try anyways?

You Are Worthy [200 – Discount for Heir] – It's always the duty of the previous generation to pass the torch to the next, so why are they always so stubborn about it? Turns out a lot of the previous Kamen Riders have reason to doubt the so-called King of its new era, even in his good-hearted youth. But just like him, you have a talent for convincing others you're a worthy student or successor of whatever powers or trade they pursue. You might have to pass something like a test of character or

perform a good deed for them, but you'll find you have excellent luck in succeeding at either. You have the right to the future!

Know My Path [200 – Discount for Heir] – No matter what, the hands of time always move forward towards the future. I wonder what sort of person you will be in that time? Well, you have a good sense for knowing that, or at least having good intuition towards it. You have a good idea of the sort of person you will become in the future, and how close or far they are towards your ideals of a good future. You can tell the sort of person you will be in terms of personality and deeds, though it'll be vague and won't give you an idea of what leads to it. This intuition carries over in temporal shenanigans, too...should you find yourself in a battle with your future self, or at least an argument, you have excellent luck in surprising them or otherwise matching them despite the obvious gaps in experience between the two of you. This is just dumb luck and spontaneity, however...I hope you have more to back that up. Just as well, you also have good luck in changing your future for the better, if you're displeased with what you are now. You need only work towards it.

Because I Want That, Too [400 – Discount for Heir] – It's not your fault you're a natural-born leader, you know? Even when you act like a dorky idiot with no real idea of what they're doing, you know how to string people along and guide them into doing what you want. With just a few passing remarks, you can take advantage of the personalities and desires of those around you, making them act in a way you need them to without them realizing you gave them the idea. Those with serious reason to distrust you may be resistant to it...but you could even turn their opposition to you into leverage, with the right words. Hm? That's manipulation? How silly. You're just a natural ruler of your subjects, that's all.

Mirror, Mirror [400 – Discount for Heir] – We all have our darker sides, our shadowy mirror selves that whisper some of our worst impulses into our ears. But your darker side is part of you too, you know? You've realized this at some point in your life, and internalized it into your mind. You've reconciled both the best and worst of yourself – not by replacing one over the other, but balancing the two. You have full awareness of your evil and darker impulses, and have control over them. As an added bonus, mundane temptation and corruptive effects will find no purchase on your mind. The true lord of your being is yourself, and no other.

Will Be The King [600 – Discount for Heir] – Certainly, you will not be the same as you were when your time in this world ends. Inevitably, the Heir will be crowned and the King will rise to claim his throne...and this has been made a certainty. Your future self grow to become a fearsome figure in this world and those that follow, placed in a position where they will shape or turn history on its head, much like Oma Zi-Oh will for this world.

What does this mean for you in the present? As you work to obtain your own goals, you will find your skills and powers growing monumentally, leaving your peers and rivals in the dust as you move closer and closer to that destined future. New abilities are discovered, or new uses for old ones. Power-ups are found or claimed by your own adventures and conquests. You will encounter friends and allies who you can advance your own cause through, and rivals who act as little more than speedbumps that further this growth. In time, you will become a fearsome monarch...though, if you purposefully avoid this future and remain as idle as possible, or are slain by a determined pursuer, even this future can be averted. But what does it matter? So long as you strive for it, time itself is on your side.

Should you not wish to be given such a burden of destiny, you may toggle this off at the start of future jumps, though you lose the benefits as well.

The Road To The Throne [600 – Discount for Heir] – Ridewatches – the manifestation of the power and journeys of the previous Kamen Riders. To inherit them is to inherit the abilities and status of each Kamen Rider before you, wielding their powers as Ride Armors through the Ziku Driver, and perhaps even unleashing their individual abilities with a push of a button with enough mastery and power behind them. Normally, only one set exists – one Ridewatch for each Rider for Zi-Oh to eventually claim himself, but now there's two sets: one for both of you. Either in the hands of those Riders or close allies of theirs, there is a Ridewatch in their possession...and should you either steal it from them or prove your worth, you may inherit these Ridewatches for your own ascent to power.

As an added bonus, in future worlds you obtain the ability to create 'blank' Ridewatches of your own. These do nothing by themselves, but should you journey into the past of a particular individual and convince them to hold onto it for you as their personal journey unfolds, the Ridewatch will steadily become a representation of their abilities and timeline just as Ridewatches do for the Kamen Riders of this world. Once their journey reaches a peak or significant milestone, the Ridewatch becomes complete and you have the option to either steal it for yourself and take their personal timeline into yourself...or convince them to pass it on willingly to you.

Whether Ridewatches of your own creation or the duplicate set for Kamen Riders, you do not need to erase the timeline and journeys of these individuals...they may continue to exist as they always have with their achievements credited to them. Should you decide to do so anyways, doing so strips them of their powers and special abilities, and while villains they defeated and goals they achieved remain, they become 'ordinary' people instead as you claim their might for yourself.

REJOICE! [100 – Free for Herald] – For you are the one who has obtained the superior perk for announcing events of great importance! You are fantastic at making attention-grabbing declarations and speeches, enough so that even your enemies will pause and let you finish so long as it has no impact on the confrontation itself. As an added bonus, you are fantastic at hyping others up. Let all hear this declaration from this loyal herald!

On This Day…[100 – Free for Herald] – The Jumper, or at least the one in possession of this perk, paused for a moment to take out a book and recap the situation to an unseen audience. Perhaps it's a tic of theirs or they simply wish to annoy someone, but time will briefly stop as they explain the day's events to no one in particular. Sometimes, it will offer them a momentary glimpse into the future that will give them an idea of what to expect, but it won't otherwise offer a huge impact or advantage to them. You also need to take a break between recaps, so no waiting out the entire day by explaining what you had for breakfast that day. If you wish, your companions or allies may hear your speech.

Yes My Lord, Yes My Lord [200 – Discount for Herald] – Okay, so you just showed up out of nowhere and started singing someone's praises without even introducing yourself first. Declaring yourself someone's right-hand adviser or mentor will do that. But your enthusiasm for your role is contagious, and people tend to just accept your presence and 'help' easily, especially one you favor above all others. Sure, you might be working towards a sinister end result and people might try and oppose you at times...but your loyalty shines so brightly, that anything short of trying to personally murder your charge will usually end in them forgiving you and welcoming your presence once again. After all, you're just doing your job.

Fatal Fabric [200 – Discount for Herald] – A proper harbinger of their chosen overlord or savior must understand the value of a tactical retreat, and protecting those important to the unfolding future! You have the ability to extend and manipulate the fabric of your clothing, able to make it whip about

and deflect even projectile attacks from a Kamen Rider or kaijin and even bind them, as well as wrap it around yourself and allies to teleport you both to a nearby location to escape danger.

Kept You Waiting [400 – Discount for Herald] – Eventually, those you guide and serve will no doubt become as Kings or Gods themselves, perhaps even becoming invincible! But until they day actually comes, it is your sworn duty to protect them. You are fantastic at rescuing your allies or those you value in the nick of time, pulling them away from certain doom and being able to make a timely escape. So long as you live and can survive whatever onslaught they face long enough to run or regain the advantage, your closest friends and allies will survive as well. The primary downside is that this protection becomes progressively less effective the larger the group you're protecting is. One, maybe two or three people? So long as you stand, they most certainly will. But larger groups or entire factions? Your reach only goes so far, and this luck and protective knack of yours becomes little more than a minor boost.

As It Is Written [400 – Discount for Herald] – It can be a little challenging to help someone fulfill their destiny with all the time machines and warping of space-time going on all around you. Why, someone might even get the banal idea to terminate your future savior or king while they're at their weakest, or even change history so that they never existed in the first place! Luckily, you're prepared for such an outcome...you have perfect awareness of when the timeline has been meddled with, your memories and existence insulated from whatever changes were made. You also know how to keep the timeline on track to a particular conclusion, whether an individual's rise to power or the steps needed to pursue a future to your own specifications. This doesn't necessarily mean said steps will be easy and you might need a method of time travel of your own to set things back on track...but you'll never be lost on what you need to do.

Rise, My Savior [600 – Discount for Herald] – Ah, here we are. This is your primary purpose, the reason you were chosen for this duty...or otherwise appointed yourself towards. You may designate a single living or existing individual as your chosen savior, or king, or what-have you. Upon doing so, supporting them begins to change their future...making what was once an average or perhaps simply unique individual into someone who will eventually shake the foundations of the world you're within, or at least give them a good rattle. Their own learning and growth in their abilities and knowledge will dramatically increase, especially from anything you teach them personally. You know how to bring out both the best and the worst in them, able to change an ordinary person into a great hero...or a terrible tyrant. So long as you support and protect them, as well as spurring them on to not be idle for long, there is no doubt your chosen charge will become a figure of greatness. Just make sure they survive that long. You may only designate one such individual this way at a time.

Future Time! [600 – Discount for Herald] – There's a lot of 'what ifs' in the world, especially when you throw time travel into the mix. What if someone else was a Kamen Rider around this year? What if the future has ninjas and shinobi clans fighting in modern Japan? What if robots exterminate all but a tiny pocket of mankind and one rogue robot fights to protect their smiles? As strange as these futures and alternate timelines may be, you are a living beacon for them...you will find many of these 'what if' heroes and villains entering your current time and space to pursue their own agendas, or perhaps to look after you personally depending on how well your personalities mesh together.

Of course, aside from providing new places and times to visit and possible allies, you're also excellent at snatching these possibilities for yourself. You gain the power to create blank Future Ridewatches (AKA Miridewatches) tailored to individuals from these future and alternate timelines your being

attracts. Should you defeat them in combat or convince them to give it to you willingly, you may create Future Ridewatches based on them, letting you utilize their unique properties yourself.

In future jumps, you may opt to create these possibilities in later worlds. These alternate and future timelines won't be anything too outlandish or far-fetched for wherever you go – in worlds like this one, it will be Kamen Riders with their own stories and villains to fight, and will generally have the same tone and capabilities as those from the 'main' timeline, albeit with different abilities and context. Events that are wildly improbable or outright impossible won't manifest, but ones that could reasonably occur in a given world will do so easily. They also gain the ability to traverse into the 'main' timeline to meet you, though they won't follow you in future jumps. Also, depending on the world, this may have unforeseen consequences if one timeline gets the idea to invade the other.

If you're not a fan of these grab bag of possibilities, you may toggle this perk off to avoid attracting such timelines and their heroes and villains to you.

Rough Around The Edges [100 – Free for Guardian] – That's what people tend to say about you, it turns out. Whether from a hair-trigger temper or having the social skills of a porcupine, you tend to come off as rough and a little intimidating...but not enough to be effective. Instead, it's oddly endearing to those you spend time around. So long as you're not being actually scary or hurting anyone, you'll find acting like a grumpy and anti-social person actually attracts friends to you and they tend to warm up to you even if you're...well, rough around the edges. Obviously, this only applies to people you're on neutral to friendly terms with, and so long as you don't abuse it or them.

Be Nice! [100 – Free for Guardian] – Some people, even allies, just don't get along. Maybe one is dorky and optimistic while the other is jaded and cynical, maybe they just don't like each other for petty reasons, or maybe the situation is a bit more complicated than that. Luckily, you're good at knocking some sense into them! So long as you're around, allies or friends who have trouble getting along will begrudgingly talk to each other and even operate at their normal capacity without letting infighting and arguments get in the way. It's a short-term solution unless they work things out, but it helps!

Hardened Warrior [200 – Discount for Guardian] – The future can be a pretty bleak place when the likes of Oma Zi-Oh and the Humanoise can rise to prominence. Whether you're from such a horrible team or just used to having to survive by the skin of your teeth, you're very familiar with danger and how to deal with it. You're a skilled brawler and surprisingly tough by human standards, able to fight the most basic monsters and robots without needing to transform and even tank a few hits from them the same way you would normal bruises. This won't help much against stronger kaijin, but at least you won't be defenseless when staring down a horde of their minions. You're also pretty savvy in a fight, having the intuition and experience needed to see through an opponent's fighting style and have a good sense for how they fight...though this is a hunch, not a certainty.

Wait, This Is A Trick [200 – Discount for Guardian] – As it turns out, growing up in a hellish environment and being used to the worst of the worst actually makes you a bit smarter when it comes to spotting deception. You have a sixth sense when it comes to realizing someone is deceiving or manipulating you, and getting a rough idea of their real goal or plan is if they're talking to you personally. If nothing else, you can definitely tell when someone's lying or stringing you along...at least if they're just doing it with words or omission.

The Final Choice [400 – Discount for Guardian] – You have a job you've sworn to do. You're the only thing that can change the future for the better, and whether or not you believe it, you have the drive to pull it off. Your willpower is something to behold, able to keep your mind clear-headed in even the most dangerous and stressful of situations, able to shake off coercion and trauma as easily as dusting yourself off. Just as well, you know how to make important decisions without being reckless or locked up in hesitation, able to choose the best course of action that would benefit yourself or others without a moment's pause...as well as still being able to recognize other options exist, should you pursue them.

I Want To Make A Future With You [400 – Discount for Guardian] – A better future isn't just built by extinguishing a would-be tyrant in their childhood. No, the path to a better tomorrow is built on understanding and bonds you make with others...and whether or not that's true, it's embodied within you. Despite your own personality and flaws, you tend to bring out the best in those around you, often making friends without truly meaning to. More than that, you're a stabilizing and positive influence on them, you could turn someone destined to be an all-powerful despot into a heroic and well-meaning person, perhaps even refusing ultimate power just for the chance to see you one more time or remembering all you had taught them. So long as you interact with someone over a long period of time, you may eventually change them into a better person...or at least a less dangerous one.

Revive, Revive, Revive! [600 – Discount for Guardian] – Some powers are dangerous. Some forms tear apart at your very being. Feeling them tear apart your insides from compressing your time, burning away your lifespan, maybe even ki-wait, no. You're fine? Really? You just got used to it? Okay. Well, if you wield any sort of power with a debilitating drawback or that inflicts damage on you from strain, you'll find continued use of this power will just...wean off the weakness after a while. You know, like an aerobics exercise. You'll have to use it a few times and survive to truly train yourself for it, but after a while, you may use it without harming or straining yourself. This doesn't apply to things like energy costs, however.

Tricked Out Time [600 – Discount for Guardian] – Obviously, if you need to travel through time, it helps to have an actual time machine. Or a Time Mazine, in this case. You're not just a time traveler – you're someone who knows how to build time machines of your own design. You know how to recreate the Time Mazines, the time-traveling mechs that let you travel to an exact date and time of your choosing as well as have enough power to fight off entire hordes of simple kaijin with its ordnance and weapons. Just as well, you can create simpler technology that crosses the boundaries between time and space...such as a gun-phone that fires a laser beam and can call someone in a different time period. Don't think about it too hard.

Stop The Clock [Free – Exclusive to Time Jackers] – When you're meddling in the flow of time, it helps to march to your own beat at your own pace instead of waiting for someone to try and stop you. As a gift from Swartz, you have the ability to will time itself to halt with little more than a gesture with your hand – a fingersnap, a wave, whatever you deem appropriate. Time will freeze in a city block-sized area around you, those caught within it being completely frozen and vulnerable, their bodies marked with an effect similar to television static. Only someone rescuing them from outside your range or someone with some sort of temporal defense is able to break a victim free, allowing you to act with impunity. You may also exclude particular individuals of your choosing from the freeze effect if you wish. The time stop only lasts until someone or something outside of it somehow breaks it, or when you will it to end.

Right Time, Right Place [200 – Discount for Time Jackers] – Everyone has a turning point in their lives. A moment of desperation, a moment of hope, a single instant that defines the sort of person they will become in the future. You have a particular knack for arriving during these all-important moments in their lives and knowing where (and when) it will happen...thus ensuring they will likely be malleable to whatever agenda you plan for them, or perhaps just an excellent time you can change them as a person.

I Will Give You Power [200 – Discount for Time Jackers] – You're quite good at making deals. Not just simple agreements or alliances, but pressuring others into taking an offer from you even if they're at an obvious disadvantage. Give them the power to save a relative from certain death or live the high life they've always dreamed of despite you obviously being suspicious and dangerous, and you'll find you more often than not convince all but the most stalwart of individuals. Of course, this only works if you have something to offer in the first place, but they'll generally fulfill their end of the bargain so long as its possible for them. Good way to recruit some short-term minions.

That Won't Work, Fool [400 – Discount for Time Jackers] – Unlike the egotist currently in charge of the Time Jackers, you're a little more savvy when it comes to dealing with all the stacked decks and many players in this game across time and space. You're fantastic at discerning the real motives and intentions of those around you, and seeing through trickery or schemes as easily as a transparent window. Just as well, you have a talent for usurping these long-term plans or trickery of others for yourself, reaping the final reward for yourself through nothing more than a well-time backstab or some omitted words. No ruler is foolish enough to accept convenience or false allies, but to instead bend them to their will.

You Have Only One Choice [400 – Discount for Time Jackers] – It's in the name after all: Time Jacker. To manipulate the flow of history into a final result of your choosing. In your case it's not just changing key events in time to influence the future, but abusing the very mechanics and rules of time travel to your will. You're excellent at planning and scheming in a non-linear fashion, especially when the use of other timelines or time travel are involved. With some careful visits and maneuvers, you can trap a target of your choosing into a catch-22 where they can only follow your scheme to its end result without losing something important to them...or forcing your enemies to work together with you once the alternative becomes extinction. As an added bonus, you're excellent at covering your own tracks when doing so.

Time Will Tell [600 – Discount for Time Jacker] – There's three of you, now? Maybe more? You're not just any person Swartz picked up from another timeline...you're likely related to him, a third sibling in the now trio of Swartz and the amnesiac Alpina. You belong to a bloodline that has control over time itself, and it shows in the power you wield. In addition to the benefits of 'Stop The Clock' if you don't have it already, your powers over time itself will grow as you practice with them...eventually, you'll be able to time travel without the aid of a Time Mazine, and stop time for something as large as a continent-sized meteor, and this growth will apply to any time-based abilities within your body – increasing their range and duration as you improve. In addition, you can grant a fragment of your temporal abilities to others with just a touch, or energize any that they themselves possess...and you can also gradually drain such time powers from someone so long as they're in sight of you, claiming it for yourself.

Keep in mind: If you're a Time Jacker and your power surpasses that of your brother Swartz, it's fairly likely he'll try to steal your power for himself and dispose of you.

Dance My Puppet [600 – Discount Time Jacker] – The real goal of a Time Jacker is simple: To prop the unworthy as the future King of this world, to groom them into a puppet that can dictate the flow of history and then snatch everything from them for yourself at the peak of their power. Of course, you're not content to just wait around for Swartz to lead everyone else on for his own agenda, are you? You have the ability to create Anotherwatches – twisted versions of Ridewatches that not only steal someone's time as a hero or figure of legend, but contort and corrupt the user into a monstrous version of that person.

You can create blank Anotherwatches and then attach them to an unwary victim, and the watch will absorb both their history and abilities. Afterwards, you can shove it into yourself or someone else to change them into an Another Rider...a corrupted and hideous version of that has-been hero, as well as distorting history to justify the change. They wield similar abilities to their originator, albeit distorted and bent towards destruction, even 'beneficial' effects becoming destructive or having some drawback...such as using time manipulation to save someone's life might see the user enter a monstrous rage right afterwards. They can also change between their original form and the Another Rider form at will. As an added bonus, an Another Rider cannot take damage except from their original user or someone with enough raw powerful to overcome time's own will, such as Zi-Oh II or something stronger.

The downside? Well, the user can only have one Anotherwatch bonded to them at a given time, preventing them from stacking a horde of stolen powers or mixing them like a Ziku Driver would. Secondly, some particularly powerful entities or just those with strong wills can resist being erased from history altogether, and will likely come after their evil duplicate with a vengeance. I'd strongly advise against trying to use this on any godlike entities, like a certain Man of the Beginning.

Items:

Tools of the Trade [Free/100 each Card or Ridewatch/200 for more Drivers] – Come now, this is Kamen Rider. You're going to need a proper transformation Driver if you want to get by with all the locals! What kind of weirdo doesn't henshin? Depending on your background, you receive a free Driver and a single base form transformation of your own design, changing you into a Kamen Rider based on said form. The capabilities of each Driver differ, along with what they can use, explained below. If you already have a Driver of your own from a previous jump, you may freely import and combine it with whatever you obtain below.

Destroyers get their own NeoDecadriver, an upgraded version of the same Driver used by none other than Kamen Rider Decade. This Driver utilizes Rider Cards to transform into both a single base form of your own design and the various forms contained within the Cards. You may purchase an existing Rider Card from the Heisei era or earlier for 100 points each, and you start with two for free – your base form and one existing Rider Card. Alternatively, you can instead buy the DiendDriver, which is a pistol that allows you to summon the powers of other Riders as minions instead of taking their form directly.

...eh? You already have a Decadriver of your own? How'd you get that? Well, should you already possess that, I'll throw in every single Rider Card you're missing as a bonus as well as upgrading it to a NeoDecaDriver. Think of it as a bonus for sticking to a theme.

Heirs and Guardians receive a Ziku Driver, or a Time-Space Driver for the English speakers. It has two slots for Ridewatches – one for your base form, the other for Ride Armor. By using a Ridewatch in the Ride Armor slot, the base form is upgraded with capabilities matching that of the Ridewatch itself. A Fourze Armor gets a mishmash of its various Switches and the ability to fly using rockets, as well as survive within space, for example. These abilities tend to be distilled or simplified versions of the Ridewatch's source, but for all intents and purposes wield the same amount of power and are considered the same as their origin point, letting the user wield an arsenal of the many heroes across the era. You receive a base form Ridewatch designed for you specifically, and one free Ridewatch of your choosing so long as its one of the past Heisei Riders, any extra costing 100 each and having the same conditions.

Heralds receive a BeyondDriver. Unlike the Ziku Driver, which utilizes Ridewatches from the past and the present, the BeyondDriver is able to use Future Ridewatches consisting of entities belonging to alternate or distant futures that otherwise wouldn't exist. It only has a single slot, however. You gain a single Future Ridewatch to design as your base form, and one existing Future Ridewatch (one of the following: Shinobi, Kikai, or Quiz). You may spend 100 points each for the remainder.

Time Jackers receive no Driver of their own, but instead a host of Anotherwatches. You start with one based on a previous Heisei Rider of your choosing, and may spend 100 points to gain another one. Your allies might yell at you for hogging all of them if you buy a lot, though. You may buy any of them except for Another Zi-Oh, Another Zi-Oh II, or Another Decade.

You may purchase a different background's Driver for 200 points, receiving its freebies as well.

Trinity! [300] – You know what's better than one Kamen Rider? Three of them put together! This is a special transformation gadgets adjusted for whatever Driver you possess that lets you transform into a Trinity Form – combining you with two of your companions (decided when you purchase this) and your powers as one! Though, it combines your minds as well, so unless you trust each other or can at least get along, you might be fighting for control uselessly. Still, taking this form allows you to combine your powers and capabilities into one so long as you remain in the Trinity Form...such a bond even lets you destroy or damage normally indestructible or immortal objects, being the very embodiment of challenging destiny itself. You might even be able to catch the otherwise invincible Oma Zi-Oh off-guard with such a power, though that victory may be temporary without some other way to back it up. Take note that activating it will abduct them from wherever (or whenever) they are to combine with you, come hell or high water, so be prepared for some annoyed companions if you do so inconveniently.

Time Mazine [Free for Guardian and Time Jacker, 200 For Others] – With all the time shenanigans involved in the saga of Zi-Oh, it would probably help to have a time machine of your own, wouldn't it? Here's a gift from the year 2050 and beyond – a Time Mazine. A tank-sized armed and armored transport in Vehicle Mode, a building-sized mecha with missile launchers in Battle Mode. As the name indicates, it is capable of traveling backwards and forward in time to a specific date and time specified by the user, traveling through a temporal tunnel to get there...though mind that you might bump into other time travelers as you make the journey, especially those trying to stop you. You may import a mecha or vehicle you own into the Time Mazine, if desired.

Camera [100 – Free for Destroyer] – Oh, isn't that quaint. It's an old twin-lens reflex camera. It even has a matching color scheme to whatever base form you have, or just one you find favorable. The only thing special about it is that if you take a picture of someone from another world, that individual comes out blurry in the photo. Incidentally, this makes it useless for pictures involving yourself.

Day Job [200 – Discount for Destroyer] – Well, you need to blend in with the locals somehow. Whether someone recommended you or reality itself changed to fit you in, you'll find you already have legal documentation making you a citizen of whatever state or nation you start off in (if any), and a basic nine to five job like a bus driver or a cameraman. Even if it's something you had previously no knowledge in, you gain the bare minimum skills to accomplish said job. This won't ever be anything special or unusual, though...just something to pass the time with or blend in with the locals.

R-D Printer [400 – Discount for Destroyer] – I guess with all these opportunities to copy or steal powers for yourself, it's only fair you give something back, right? This is a strange little red-and-black gizmo with a thumbprint reader and a printer attached to it. By pressing your thumb against it, the device will drain abilities or forms you possess in any criteria you choose – by jump, by abilities, by color scheme, in a random order of your choosing, etc. - and will print out a Rider Card (or any transformation gadget of your choosing) with whatever form or abilities you gave it. This enables anyone with a DecaDriver or holding the Card to activate it and gain said powers or forms, transforming into either a Kamen Rider or a raw amalgam form of what you gave it, effectively letting you turn others into Kamen Riders based on your powers and abilities. If you want them back, not to worry – while you will lose them temporarily, a day or two of rest will let you regain what you lost while the Card remains functional.

Violent Emotion [600 – Discount for Destroyer] – This is the true embodiment of the Destroyer of Worlds – someone who steals the powers and legacies of others to wield as an instrument of their own will. Funny, that could apply to Oma Zi-Oh too, couldn't it? This is an upgrade for a single Driver of

your possession...it gains either a Rider Card or Ridewatch for a Violent Emotion form. Upon attaching it, your base form becomes something terrifying: A complete combination of every form and power you possess for your Driver. There is no longer a need to switch between forms or even press a button to activate different abilities: If you can transform into it, you can use any of its powers or abilities by simply willing it so. Just as well: This applies to any forms your body possesses, as well. Who can stand before the Destroyer of Worlds?

Commemorative Statue [100 – Free for Heir] – Truly, a monument fit for a ruler...or someone with a gigantic ego. It's a gigantic golden statue commemorating some important moment in your life or journey along your chain. It could be the first time you ever transformed, your first love, a victory you hold particularly dear to your heart...any single event of your choosing. Considering the nature of where you are, it can also commemorate an event in your future in this particular jump. It can be anywhere from small enough to fit in your hand to the size of an entire park.

Clock Shop [200 – Discount for Heir] – You happen to live within a clock shop! That's not strange, is it? It's a clock repair shop with several comfortable rooms and a functioning kitchen. In addition to generating some revenue for yourself, it's a fairly nice to place to stay within. It comes with a friendly relative (or at least eccentric friend) who becomes a follower that runs the shop in your absence. They have excellent cooking skills and will sometimes offer clock-related advice that can help you out with whatever problem you're having, but they're otherwise a completely ordinary human being. You may import them as a companion in the future, if you wish.

Dai Mazines [400 – Discount for Heir] – Oh...well, this is a little dangerous. This is a small host of the giant machines Oma Zi-Oh will one day use to conquer the planet. Seven to be exact. They begin dormant either in your Warehouse or buried deep beneath a major population center, undetected by the locals. At your will, the machines will come to life and begin to indiscriminately destroy a target of your choosing. They tower over major cities, can smash buildings apart with a wave of their limbs and launch gigantic saw-blades that likewise make short work of their targets. They also come with blueprints if you wish to make more – though note that robots so huge will likely need a lot of metal and materials to make.

Jumper II [600 – Discount for Heir] – You...you have a truly terrifying power, now. You've become a master of both the past and the future, having somehow gained a fragment of Oma Zi-Oh's power: The ability to reject a timeline that doesn't match your desires. This is a 'double' Ridewatch that attaches to both ends of a Ziku Driver, transforming you into a 'II' version of your base form. This new form has the power to see into the future, letting you easily predict your foe's coming moves and match them blow-for-blow...though you might need practice against foes that are faster than you before you can keep up with this alone. In addition, you are able to greatly damage other temporally-protected foes in this form, such as the Another Riders: No immunity to such manipulation or protection given by time itself can avail them of this new power.

Finally, and most terrifying of all, is what happens when you press the button on the Ridewatch. Upon doing so, time will reverse by several minutes, undoing whatever transpired in that time. Those caught within the effect – especially if they happened to die in the original outcome – will vaguely recall what originally happened, letting them possibly keep up with you if you use this effect enough times. This is the power of Oma Zi-Oh that would make many sane people turn against them. I hope you don't abuse it in a similar way.

Rejoicing Drumset [100 – Free for Herald] – What better way to celebrate the arrival of your chosen one than by music? It's a pair of taiko drums and whatever you need to play them. They're fairly easy to learn how to play properly, too. Rejoice!

Advent Calendar [200 – Discount for Herald] – Interesting little book you have, there. It's a fully detailed chronicle of one individual's rise or fall to power, and several key events that lead to them reaching that point. It's a bit vague and doesn't provide an exact timetable, but enough of a general idea that a dedicated minion could guide events to bring that future to fruition...though something like turning an ordinary high school student into the future despot of the entire world will probably take a lot of dedication and work. You may choose one individual in a given jump besides yourself to be the subject of this calendar and whether it will help or hurt them, and it will focus on a new person of your choosing each jump.

Future Note [400 – Discount for Herald] – I feel like these are only getting more ridiculous with time. Anyways, this is an electronic tablet with a stylus. Its function is simple but potent: The events you write into it will happen in reality. Want a bird to fly into someone's face? That bird will definitely fly into that person's face. Need your enemies to go to a specific location? They will do so, and not even notice anything unusual until they finally arrive. There's three primary downsides to this Future Note, however...first, the event must be probable. You can't write 'I steal my enemy's powers' if said enemy doesn't exist and you lack any way to actually take their powers, or if they happen to be light years away from you with no ability to approach you or vice-versa. Second, the event must be immediate – setting up long term events or things that require more build-up or work will likely need multiple entries. Third and finally, vague wording can be taken advantage of - 'Jumper gets the Ridewatch' can be thwarted if someone sharing the same name or moniker happens to be passing by at the time, and you'll find a random civilian (or worse, an enemy) gets the reward you planned to take for yourself.

Finally! [600 – Discount for Herald] – The power of a cosmic invader is now within your hands, Jumper. This is a Future Ridewatch belonging to a dangerous Kamen Rider from space, Kamen Rider Ginga. In addition to being more than a step up in terms of raw power, it has three forms with their own abilities. The base form, 'Finally', can conjure energy and miniature galaxies as constructs to attack the enemy, as well as teleport around the battlefield at will, as well as create small black holes. The second form 'Planet' (or Wakusei) is immune to effects that warp gravity or speed, and is able to attack with constructs resembling planets. The third form 'Sun' (or Taiyo), is able to create miniature suns as well as attack with rays from a star, melting down foes with literal starlight. The raw power of this Rider is enough to make the Time Jackers ally themselves with their enemies...I hope you use it wisely.

History Files [100 – Free for Guardian] – If you're going to be traveling through time, it probably helps to be able to know the who and when of important events. Accessible through any electronic database or device with Internet access is a complete database of important people and moments in history – anytime in the past from when you arrive in a jump up to about one-hundred years in the future...though the latter will be constantly updating to account for any changes you make in the timeline. While it provides names and locations, specific details or well-hidden secrets won't be detailed within these files. Think of it as a detailed encyclopedia instead of a complete collection of information from all history.

FaizPhone X [200 – Discount for Guardian] – Do the Resistance just happen to reuse and upgrade whatever's left laying around? Anyways, this is an upgraded version of a device from ages past. It's a cellular phone that doubles as a laser pistol, strong enough to stun or knock back some of the basic kaijin in this world. Probably torch a hole in a normal person, too! As an added upgrade, it's also

capable of making phone calls to the past or future to a person and date of your choosing. Helps for communicating across two time periods...maybe even help someone have a conversation with themselves!

Resistance Cell [400 – Discount for Guardian] – You didn't come to the past alone. Or maybe the future? Whatever the case, you have about two-hundred armed soldiers from the future at your command. All of them wield common infantry weapons from up to about one hundred years in the future and are well-trained, with the discipline to grimly battle in a war they have no hope of winning and do it anyways. Their weapons are strong enough to deal with common kaijin as a firing squad, but they're not much stronger than a base form Kamen Rider or the named monsters in this world. Should any fall, a replacement will appear the following day. They will work to accomplish whatever task they are given – whether fight off monster hordes or securing groceries for the day.

Sword of the Savior [600 – Discount for Guardian] – Fresh from a timeline where the lucky individual who buys this becomes the world-saving savior of the world, this is the legendary Revive form. Shaped like an hourglass, this is an attachment you place on the Ride Armor side of a Ziku Driver to upgrade you base form into a Revive Form.

This has two different modes – first is 'Goretsu'. This is a slow but incredibly strong and durable form that is able to knock around the likes of Zi-Oh II and similar monsters around with ease, tearing through their defenses like paper. The second mode is 'Gale', which compresses time around the user and allows them to move at fantastic speeds, even able to keep up with the likes of a Zecter using Clock Up at a completely even pace and making you completely unpredictable to those who look into the future...though this mode causes internal bleeding and damage to its user. Finally, this Revive form was designed to defeat a specific individual, chosen at the start of each jump. While victory isn't guaranteed, you'll find striking at this target will do much more damage than it would for anyone else, and your movements harder for them to predict or follow. Become the savior of the future, Jumper!

Manhole Cover [100 – Free for Time Jacker] – Um. Alright. It's a fairly heavy manhole cover, the sort that usually cover sewer drains and entrances. If you were to use it as some sort of blunt weapon you could probably murder a human being with it fairly easily. I guess it's for justice?

Strange House [200 – Discount for Time Jacker] – A comfortable if slightly eerie two-story home, located outside of any population center you happen to appear near at the start of each jump. It's fairly difficult to find on foot without some sort of supernatural ability, but is otherwise unremarkable and comfortable to live within. Just don't mind all the clocks ticking away on the walls.

Humanoise Army [400 – Discount for Time Jacker] – A small army of killer robots that perfectly resemble humans. What more could an intrepid time traveler ask for? It's exactly two-hundred Humanoise robots, which aside from their glowing eyes can easily pass as human...at least until you factor in their incredible strength and durability compared to the squishy humans, anyways. They're blindly loyal to you and will complete any task given without hesitation or emotion behind it. They might be a little unsettling to look at, but they're effective, aren't they? They even come with blueprints to make more, maybe even a 'Kikai' model like a certain Future Rider.

Another Destroyer [600 – Discount for Time Jacker] – As far as Anotherwatches go, this one might be among the most terrifying. It's a copy of the Another Zi-Oh watch, creating a pretender to Zi-Oh himself...though the temporal power of the original keeps him from being simply erased, you've acquired a fragment of the King's power. It shared the ability of Zi-Oh II to perceive the future to

predict the movements of your enemy, as well as being able to create Anotherwatches of previous Riders with ease.

However, unlike the previous Anotherwatches, this one will grow in power and might the more they use this Anotherwatch. Eventually, it will become either Another Zi-Oh II or Another Decade – user's choice. The former is able to summon entire hordes of Another Riders as their minions, and can even alter the immediate past by writing their own defeat or setback out of existence. The latter can create Parallel Worlds where the villains of a world were victorious, and summon those Rider villains to them as their minions...as well as trapping victims in an endless time loop of their 'ideal' moment in those Parallel Worlds.

In future jumps, you are able to summon similarly twisted 'Another' heroes or their victorious villains as minions so long as they don't surpass you in power.

Companions:

Jumper Trinity! [Free] – Two free companion imports/creation since both sides operate in teams of three. 600 CP each.

Shining Lights, Each Of You! [100-300] – Additional companion import/creation, two each for each price tier. 100 for 2 more, 200 for 4 more, and 300 for 6 more.

The End of an Era [100/200] – Canon companion option. 100 is for anyone specifically from Zi-Oh, and they'll have all their henshin gear by the end of it regardless of how the plot wrapped up. This being the anniversary, you can instead spend 200 to recruit anyone from the Heisei Rider era under the same conditions.

Drawbacks:

No drawback limit.

The End of a Legend [+0/+100 – Requires previous Kamen Rider jumps in your chain] – It's the end of the Heisei Era, but perhaps you've seen the beginning and the middle as well? If you're jumped Kamen Rider before now, changes you've made to the world carry over. The downside is that the Time Jackers and Oma Zi-Oh are likely both aware of your existence and the potential threat you pose unless you've taken great pains to hide yourself. No pressure, right?

In the normal version of the drawback, Oma Zi-Oh lacks any Ridewatches containing your power, and if you replaced previous Riders the Ridewatches are merely hidden in different parts of the world and don't influence you at all. However, if you take this for **+100 points**, you'll find a Ridewatch on your person representing whatever powers and abilities you gained over the course of the Kamen Rider jumps. Whether or not you choose to give it to Sougo willingly, Oma Zi-Oh already has it in his arsenal in the future. The Time Jackers are after you, as a result. Enjoy.

Jumbled Time [+100] – You're not quite immune to all the temporal shenanigans going on in this jump. It seems at some point, your memories of this world and knowledge involving it got twisted about...you might not even remember drawbacks you took here. You know some details, but any specifics are a bit off...you might mistake an existing Heisei Rider for Zi-Oh himself, think the Time

Jackers are the heroes of the story, or something similarly inaccurate. If you're smart enough you can probably figure out the truth after some investigation, but don't expect foreknowledge to be of much help to you when you arrive.

That's Not Quite Right… [+100] – Maybe you're just a little overeager or you're lacking the experience of those before you, but you're not quite good at nailing down the powers available in this world. You can't even get the catchphrases right. You're a bit slow to learn and properly wield whatever abilities you gain within this jump, being clumsy but effective at best until you've had some time to adjust. You're no instant expert, that's for sure.

Coveted Treasure [+200] – The many riches and potential wielded by a Jumper...isn't that the greatest treasure of all? You've caught the eye of Daiki Kaito AKA Kamen Rider Diend, who firmly believes you hold treasures worth stealing. He will build a habit of ambushing you mid-fight or in moments of weakness to steal whatever items you have on you, and might even devise a heist to steal your Warehouse or whatever properties you own if you don't fight him off. Anything he makes off with won't be back until the end of the jump, to boot. Managed to kill him? He'll be back in a week or two, a bit smarter about how to get around you. It's a mystery how he keeps coming back...maybe he's cashing in favors from Tsukasa?

The Demon King's Ire [+200] – Oma Zi-Oh will still exist in the future in some form when you first arrive, and is normally content to let events play out since his past self will eventually become him anyways. This isn't the case now. Realizing you might tip the balance in favor of factions that could dethrone him, or threaten his past self, Oma Zi-Oh has taken to manipulating your personal timeline. You will find old enemies and rivals of your appearing from the ether to intercept you, bad luck striking at crucial moments, or having crucial allies erased from existence entirely. The only stipulation is that he won't kill you or permanently incapacitate you...but he will inconvenience you at best and actively create every possible disadvantage for you if you try to change the future that is Oma Zi-Oh.

Another Jumper [+200] – Oh...that's unfortunate. It looks like an Anotherwatch was created of you and given to someone who has a deep and personal (possibly undeserved) hatred of you. They have become Another Jumper, and have a twisted corruption of whatever abilities you gained in this jump. They won't stop until you're dead. And if you've jumped anything before this? Well that's unfortunate because this Another Jumper can create more of them, one for each jump you've been to before now. While they can't combine their abilities directly like you can, you might find a rather gigantic horde waiting for you with them at the head.

Vicious Villains [+300] – So after reading through all of that, you might reasonably ask why the villains don't stop time and slit the throats of their enemies? Why not time travel to the moment you were vulnerable or not expecting battle? Or why those with power over time don't create unassailable obstacles? Well, as if the world were following a specific scheme or end result, you'll find the heroes and villains generally have a sense of fair play and won't abuse time travel or similar every five seconds to get at you or each other.

This is no longer the case. I hope you're prepared for ambushes from the future or in your past, and have a good sense of how to handle non-linear schemes spanning across dozens of different time periods. Even if you're not directly involved, you'll find time paradoxes and various heroes and villains popping in and out of existence will find a way to make your life difficult.

Rise of the Savior [+300] – It seems an alternate timeline has been created: A timeline where an inter-dimensional traveler meets their end at the hands of a former ally. A Gray Woz appears and proclaims this to be the new future...before kneeling in front of one of your companions, calling them the savior of the entire world.

After this, Gray Woz will manipulate events to ensure their new ‘savior’s rise to power. Future Riders appear that individually have powers or abilities that act as direct counters to your own, forcing their new savior to claim them either through blackmail or coercion. Whatever feelings they may have had for you, Gray Woz will set them up at your final enemy. Perhaps they think you’ve gone mad with power. Perhaps they’re being blackmailed or tricked. Maybe they’re mad over something petty and are going a bit too far with it? Either way, after collecting enough of these new Future Ridewatches, they will obtain a J-Revive form that is designed specifically to take you down.

Of course, your goal is to either strike down this new ‘savior’ or convince them to come back to your side...and depending on how loyal they were before, it may involve a heated and emotional confrontation or secretly working with them to overthrow the trickster that forced them into this role. Either way, should you succeed, your companion may keep this new form...though it’s not terribly useful for much besides hurting you specifically.

Should you lack a companion for this drawback, it will instead be a friend or ally you make in this jump. If you somehow have neither of those, it will be a previously ordinary person whose personality is a perfect foil to your own. You may make them a companion at the end if you wish.

Did you make it all the way to the end, Jumper? Did Oma Zi-Oh rise as a new tyrant king or give up his powers to bring back his friends? Or did you create an entirely new future? Either way, your ten years are up and the final choice rests in front of you…

The Clock Has Shattered – It had to end eventually, didn't it? You will be returning home with all that you gained.

I Want To Stay In This Era – You're sure? Really? Well, alright. You remain in this new world for the rest of your life. Perhaps we'll meet again someday.

The Hands of Time Always Move Forward – Onwards to the next jump

Notes:

On account of being a Jumper, the fact you entered this world is unaffected by changes in the timeline...though your in-jump memories and background context might change, particularly in the case of Another Zi-Oh II rising to power.

Should events end with Sougo giving up his power and separating the different Kamen Rider worlds again, you won't be negatively affected and whatever you gained in this jump will remain. Likewise, any companions you purchased or imported will have their relevant gear regardless of changes in said timeline.

The time travel rules aren't terribly strict, nor easily changed. Striking up a conversation with figures in the past and warning them about the future won't actually change very much...it takes a fairly clear-cut and drastic action to change the future, like how Sougo only prevented the existence of his future self Oma Zi-Oh by destroying his own Ziku Driver or permanently giving up his power to bring his friends back. It's also entirely possible for someone to have a phone call with their future selves.

The answer is to fanwank it.