

Kamen Rider Heisei Part Final: Decade
A Jumpchain Endjump/Gauntlet CYOA
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Wanderer of Worlds, Jumper…What do you see as you travel through the many worlds?

In that period between worlds, one to another, you feel yourself falling into a void. It stretches out as far as you can see…and the sheer weight of the vision before you may dizzy even the hardened.
As part of the black and white tapestry before you is a number of points of light…Which you know in your heart to be the worlds you've visited before. You're slowly floating down onto a more stable arena, A floating platform with strange barcode-like lines all across it. Steps ring out as the platform slowly lowers towards a massive blue sphere. Even after all this time, you couldn't ever forget the vision of earth from space, no matter how many times you may have seen it.

The source of the sound of footsteps comes out from the darkness, revealing themselves as a masked rider...And at that moment, the card began to sparkle and flare with rainbow light! Cards began to fly out of the light, formed from seemingly thin air and flap off into the distance.

As the light flowed through you and back into the card, you felt your strength sap from you. Maybe you were used to this, maybe not, but the figure steps up.
"Don't fight it. If you're here, it's cause it's your time. The time for you to prove yourself, and...me? I'm here to make sure you're ready for what's coming after this. I'm just a passing-through Kamen Rider, otherwise."

Why were you here?

"Easy. You've already earned the power promised to you, but...before you can claim it, I was asked to test what you valued in your travels. I suggested something pretty simple."

He raised his hands up, and many many planets(a good deal of which were blue marbles like the one below the both of you, but if you've been to any alien ones they appeared as well) began to tower in the void above you, as a great spiral of worlds...dancing orbs against the black expanse.

However, if there are any less than 9 worlds above your heads, he seems a bit confused. "Oh, seems I was mistaken. It's not your time yet...We'll be seeing eachother again. " After which, you'll continue on to whichever jump you plan to head to next.
Otherwise...
The rainbow cards that were formed from your power fly out and head towards the planets, each one splitting up towards them worlds.

"Each of those is one of your 'lives', containing your memories and everything you received from a particular world. Each one of them's now their own person, with a life of their own. It reminds me a bit of how I got an identity each time I traveled...ah, if you had any friends you brought with you that were taken into the world and given power there through your 'build', they have mirrors there too that are friends with those 'other yous.'

So, you're going to need to travel from world to world to get all those back, right?

"Of course. But, you won't be there for a decade, like normal. Instead, they're a bit changed. Imagine if someone took the story of your stay there, and condensed it into a few events and battles. That's what will greet you...of course, if they weren't actually that violent it'll probably be more like a drama, wouldn't it? Either way, you have to help resolve the problems or 'plot' of each world before you can move on to the next."

He said, as a card flew from the vast space into his hands. It began to unfold...becoming more and more substantial as it appeared to expand as a solid object. It was a strangely shaped and sized belt buckle, if you've been to a Kamen Rider world before, it seems oddly familiar.



“Here. While you won’t exactly have any of your previous abilities…except maybe some skills?..you can take this to make up for it. It’s got a basic form that should be enough for you until you can start getting your abilities back…oh, on that note.
The one who had me do this said there were two ways of getting your power back.
See, if you befriend that ‘other self’ of yours…you can make a bond with them and get your powers back in the form of a series of Jumper Ride card. They won’t be a part of you like before, but you can access their form with the Decadriver.
But if that isn’t enough…well, you can take the other option.
You fight and defeat your ‘other self’, then you can absorb your abilities back as if you never lost them!
Destroying or connecting, they called it.

Keep a good eye on your new Decadriver…It’s going to be your friend from now on.
Oh, right, speaking of which. Your companions are going to be under much the same rules too, though instead of getting cards they’ll simply get their abilities back normally.”

The rider turned away, walking into the void. “Oh, and one more thing…if you’ve met other Kamen Riders, you’ll have to wait a while to see them again. You’ll see why.” The passing-through kamen rider then walked off into the distance. Well then…

Guess it’s time to start.

[For anyone still confused, this is the plaintext version of the rules of this endjump.

*All builds from previous jumps are 'split up' from you, leaving you with your memories, learnt skills, and your companions who similarly have their own capabilities split up back to the jumps they were either found in or imported into. In exchange, you are given the Decadriver and the base form associated with it, which will be customizable in the following tables.

*In every ‘jump’ you visit, you must choose to either connect or destroy the world. These 'split up' builds are now independent entities with the powers and capabilities of said build, their memories changed and their lives shifted to better fit in as ‘natives’ to the jump’s setting. They have mirrors of your companion's builds as companions if they were imported, otherwise they are alone. To Connect a worlds, you must join with your new mirrors(these 'other yous') and make a strong bond with them to leave, receiving some cards based on those builds as powers for the Decadriver. To destroy them, you must defeat and absorb your alternate selves to gain the power back direct. Either way, you can't move on unless you resolve the plot of the Another Jumper world.

*Another Jumper worlds are 'abridged' versions of the world you jumped in, acting basically as a highlight reel of the most dramatic and dangerous parts of your stay there changed into a coherent plot of sorts. Peaceful stays will be made into dramas with slice of life parts. In general it's like if someone rewrote your stay there as a 'dramatized' version of itself, with all that implies.

*The only worlds you do not visit during the journey through the Decades are the 9 Heisei Rider worlds. That is to say, You cannot visit jumps that take place in the settings of Kamen Riders Kuuga, Agito, Ryuki, Faiz, Blade, Hibiki, Kabuto, Den-O, and Kiva. They will instead be moved to the final 9 worlds of the journey, and will have their own special rules explained further into the document.]

Before you can start, however, you’re intercepted by a different Kamen Rider, with a blue color scheme. He stretched as he approached, looking you over. “Seems pretty rough…I got wind of what’s happening here. Your set-up as it was before seemed pretty sweet, I’m not sure why you’d want to even bother giving it up…I mean, I like freedom too, but it looked like you weren’t too tied down as it was, yeah? Plus, Tsukasa…ah, It’s hard to get a read on that guy sometimes, especially now. He’s acting strange ever since he saw that Spark-thing…Oh, well.
I know a way out of here, and I figure it’d really rile that guy up to see you already left without even seeing him again, but…you might want to go grab what’s yours first. You wouldn’t want to leave any of that stuff behind, would you?”

It seems that's all he had to say to you, walking off into the darkness of the void the same way the passing-through Kamen Rider did...Looks like if you want to leave a little bit earlier, this Kamen Rider's willing to give you a path out. Good to know, then.

You enter the first world of your jumpchain with the Decadriver in tow. It appears that it's had a few customizations done to it, a good deal different from the one that the passing-through Kamen Rider had...how's it look?

Decadriver Customization
100 Driver Points

Theme(Free and Restricted to 1 Purchase): Well, It has to look like something, doesn't it? The Decadriver's original look is available, of course, but it might be that you have a certain style that you wish to apply to this Decadriver. You certainly are spoiled for choice, as there are a large number of 'generic' styles available based on concepts like the elements, or colors, or perhaps broad themes like pirates or space. If you feel like something more specific is appropriate, you can choose to style it off of one of the jump worlds you've visited instead. You do not gain any abilities or sound/visual effects to follow with your theme, only the design of the belt and your Rider Form is influenced by this. If you choose nothing here, you will get a stylish but minimalist Blank form instead of Decade's base form.

Everchanging Kaleidoscope(20): Not very decisive? You can open up the "generic" styles mentioned earlier and change between them and your original Theme if you need a change of pace, with a few turns of a Dial.

An Echo, Resounding(5): The original sounds and callouts for the Decadriver may not be up to your s-s-standards. That's fine! Kamen Riders are well known for having unique and specific sets of sounds associated with their transformations and other components of being a Rider (Such as a pre-finishing move callout.) By purchasing this, you are now able to finely detail and design callouts and unique memorably sounds for any number of situations with the Driver. Transformation? Finishing Attacks? Switching Jumper cards? Get your ass kicked? You got a new jingle for it.

Key to the Kingdom(10): Cards not your thing? Well, considering how hard you may have to fight for this driver, we can at least ensure that it's

something to your liking. Instead of cards being scanned by the Decadriver, now the objects generated and used by the Decadriver for transformation(as well as how to initiate it) are of your design. Are they keys to turn the ignition? Perhaps symbols being arranged in a certain pattern? Do you dial a phone and place it into your belt? I'll leave the specifics up to you, though perhaps it'd be best not to have extremely overly complicated processes...

Gate Guardian(20, requires "Key to the Kingdom"): Whether to keep your identity a secret or in need of an extra pair of hands, your Driver does more than let you transform - it can fight for you. With the push of a button or a flick of a switch, the Driver will create a loyal 'dummy' Rider with the same capabilities the Driver would grant. It's not very talkative and doesn't know anything except fighting, using the Driver's abilities, and motorcycle riding - but it can create a useful ally or decoy in combat. It's also a very handy way to tell people that the mysterious, passing-through Rider couldn't possibly be Jumper, you were here all along! If it is slain in combat, the Driver returns to you automatically.

Aurora Lights(5): Your transformation without taking this option is pretty simple, only a quick flash of light as you enter your Kamen Rider form. That doesn't quite carry the gravitas you'd like, though, would it? If you take this, you can customize the effects around your henshin, anything from glowing symbols, (temporary) environmental changes, and bright scripts...if you want, you can even extend it to things like the finishing attack of "Hissatsu", much like Kamen Rider Kiva's kick being heralded by the sky darkening and the full moon rising...even in the middle of the day.

Hissatsu!(Free): What is a proper Kamen Rider without a finishing move? A final attack? Some stock footage to re-use at the end of every episode? I'm not sure, but you get this one on the house. After a fight has progressed for some time (long enough to exchange a few blows between opponents), you may activating this 'finishing move' and unleash a powerful attack. If successful, your enemy is likely to explode unless you're actively trying to spare them. If not...well, why did you use your finishing move in the first ten minutes of the episode, you fool?!

The Three Paths(Free first purchase, 30 afterwards): The base form of this Driver has a use of its own, even if it can just be a bridge to greater powers - you're starting from the ground up, after all. You may choose between one of

these forms and purchase the other two as indicated above. Speed will make you more agile and fast - you won't be winning any races with Kabuto or The Flash, but an olympic runner would have trouble keeping up if you made a sprint. Strength will make your punches and kicks hit harder, and you can lift up a car. Finally, a Tough form will make you incredibly resilient to damage - most 21st Century guns just kind of tickle instead of hurt, though things beyond that still pack a punch. The bonuses of this base form all stack together if you purchase more than one.

Deep Breath(30): Take a deep breath and prepare to repaint your legend, Jumper. The Decadriver is now integrated into your body, and can be summoned at will. In short, this is less of a gadget now and more of an 'alternate form' you can assume, with all that implies. You can switch between the two modes at will, to boot. Just don't forget to go through the motions to actually transform, alright?

Practical Driver(30/40): I guess your Driver has a use beyond just transforming into an assortment of powers, huh? The Driver doubles as a usable item - like a sword, a shield, maybe even a helmet. AKA it's an item that is usable as well as a henshin item, like a shield that does the driver as well. For an extra +10 on the price (total 40), you may import a single weapon or item you possess to double as the Driver...though for the purpose of this journey through the chain, it won't regain its innate supernatural properties until you visit the relevant world(s).

Journey Through the Decade(50): The Decadriver was made to journey across the various Parallel Worlds, and that is part of why Decade is part of what may end your journey one and for all. The true power of journeying across the infinite and the eternal is still barred from you unless you claim the Spark, but purchasing this gives you a taste of that potential. You may enter Parallel Worlds of a particular world or jump, where similar events unfold but radically different characters take the stage...as well as new dangers. This can also let you travel through the local multiverse of a particular setting just as easily. However, past jumps, the way home, new worlds, and entirely new frontiers remain barred to you until the Spark is finally yours.

Kamen Rider Strongest(40): If the Kamen Riders are stronger, then Jumper is the strongest. There's a good chance you've collected a wide assortment of transformation items if you're invested in the whole 'henshin hero' gimmick, or several sets of armor to carry your banner in battle. The Decadriver is now able to 'eat' any of your transformation gadgets, along with things like power armor or costumes you own. This will let you transform into what these various Drivers and gadgets provide, integrated seamlessly and conveniently into the Decadriver. However, you need to have been able to use said device already for this to work - security locks, a need for some sort of compatibility surgery, or other unfulfilled requirements are things the Decadriver cannot fix for you. Let the sum of all your knowledge and power make the Parallel Worlds quake at your arrival.

Cutscene Henshin(5): Attacking while you're transforming is cheating, damn it! This is Kamen Rider, not some sort of shonen! Your Decadriver now has a setting that lets you transform in 'cutscene mode', where your transformation is visible to all present on the scene and no one can prevent the initial henshin, or even act as you do so. The downside is that in exchange for this grace, extra benefits you may gain from your transformation sequence - flashy collateral damage, special effects that influence the mind, or anything that would give you an unfair advantage - don't quite work on this setting. You'll have to turn off the cutscene mode for that. But this way, everyone will watch your henshin.

Vizier(10): You know what would make your Decadriver more ~~annoying~~ lively? Give it a mouth and some personality, that's what! Your Driver, if it wasn't somehow already, is now sentient and has a personality that acts as a perfect foil to yours. They're loyal, if possibly a bit sassy, but can advise you on the situation and provide someone to talk to. They can even selectively deny someone who isn't you the power of the Driver, preventing it from being used against you. They don't count as a companion, of course. Even better, if you took 'Gate Guardian', the dummy Rider uses their personality and sentience instead of a blank one. They can't really move or do anything without your help, though...

Retainer(10, Requires Vizier): But why not go a bit more than that? Not only are their sentient, but they can move about somehow - whether sprouting wings or growing tiny wheels to move about on, your Driver is as alive as can be. You can even give them a human form by importing them as a true companion later on if your chain continues, though they can't transform without you or someone else's help unless you took 'Gate Guardian' already. They still don't count as a companion unless you decide to import them later on.

As you make your way through the worlds, you may be reminded of your travels and journeys...what you did to get up to this point.
It may seem like a blur now, but soon you have resolved the final jump's plot...you've returned to the platform floating over the earth's orbit, where a Kamen rider DOES greet you...Though which one is up to you.

If you want to take the Decadriver and continue on in your chain with no fuss, and no muss?
Diend is there, he got ahead of Decade and is ready to get you out of this little arrangement out from under the passing-through Kamen Rider's nose.

"Glad I got to you in time. You got everything you need? Alright, let's get going...I think this is probably better than seeing whatever's in store for you. After all, you already had it so good, right? I mean...Actually, you think you've got room for one more? "
Seems like Diend is offering to join you, as a Companion. After all, you have a pretty excellent set-up, and he's more than willing to take a detour to nab whatever shinies the non-Kamen Rider worlds will show him.

If you do want to take a shot at seizing the Spark, however, you'll instead encounter Decade.

"Ah, you've already gotten here! Looks like you've seen your entire journey. While I was supposed to give you the power to surpass, now..." Above him floats a small point of light, infinitely deep and bright...It's the Spark of power you need.
He claims it, squeezing it in his hands.

“But I think you need a little bit more.” He can’t access it fully, it’s obvious, but 9 more planets are created from light from the card (and from the Spark). “You haven’t nearly done enough to earn this. If you want it…you’ll have to fight for it.” The Kamen Rider holds out the light in his hands, it floats in his palm before you are stolen away by a card of light…

You awaken on the streets of Japan, with a single symbol tattoo’d onto your palm.
A mark that you may recognize, if you’ve traveled the worlds of Kamen Rider before. The mark of Kuuga.
Your next target, it seems.

[Decade won’t explain it, but here’s the deal:
He won’t let you spark until you defeat the 9 Heisei Riders, who have been empowered with various abilities from the worlds of your chain. What they get is dependent on the Rider, but a few keywords are provided to give an idea of what kind of powers they’ll receive. They aren’t necessarily powers you have access to, or even those available for purchase in whatever jumps the setting has, only that they exist.
World of Kuuga: A world in which tribal monsters and ancient horrors awaken and slay the innocent for sport and fun, a single warrior standing in their way. Violence, Murder.
World of Agito: A world of sudden evolution and the consequences of placing it into the hands of humans, as well as those who work to suppress this potential. Evolution and Growth.
World of Ryuki: A world where if you do not fight, you will not survive. This world is not guided by justice or ambition, but in the name of a wish deep within the human heart. War, Conflict, Contest, Battle Royale.
World of Faiz: A world where the growth of technology outpaces the sense of knowing when and when not to use it. Where the line between humanity and wanting to desperately escape it is blurred together. Technology.
World of Blade: A world where the dead and the living clash in the name of their own worlds, where the fate of all they know can be determined by the draw of a Joker. Luck, Undeath, Cards
World of Hibiki: A world where if you train the body and the soul well enough, one may move mountains. The sagas of individuals who push themselves to their limits. Music, Sound, Training
World of Kabuto: A world where aliens from the sky imitate and mimic humanity, preying on it and manipulating it in secret. Speed

World of Den-O: A world where time is an endless desert, traveled along by a great train. Monsters from this sandy abyss emerge to shape the past, present, and future in their image. Time.
World of Kiva: A world where bloodthirsty monsters have claimed supremacy of the night, and style themselves the wolves and humanity their cattle. A legacy carried from parent to child shapes the great tale. Monsters, Darkness]
The fighting is intense, but you have one mercy. Those who have Connected a majority of the worlds they've come across will be joined by their 'other selves' who've they Connected with, as companions and reinforcements against the central Kamen Rider of that world.
Each one will give their all, as well, with whatever they have.
If you can truly fight off the guardians, you will be given the Kamen Ride cards of their original unpowered versions, and then returned to that final destination, the card platform...However, it will be lowered down closer and closer to the surface of the blue marble underneath you.
No wonder this sight was familiar, if even faintly.
It's home.
The true home, the first earth...the one you came from.
It lowered a bit, and you could see it a great deal more...The sky and clouds underneath greater in your vision now. Out of the blue(literally), Decade stepped out...His body shining with the light of the Spark inside him. It seems that power has already changed the form of his suit, becoming covered in the cards that held your power...but without any images, only that same rainbow light that filled the platform underneath you.

What he had to say next does depend on your decision: Did you connect more worlds than you destroyed? Or were the majority of the worlds destroyed?

CONNECT ROUTE

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"You really were all that I heard. I wanted to see if you were really as great as you sounded, and...Well, you passed with flying colors."

What?

"I never really stole the Spark. I just wanted to see how hard you would push yourself, and your bonds, to end your journey. I even took a special glance back at the worlds of the Kamen Riders you visited to witness you handle

those seemingly impossible odds, to have an idea of how you would best approach these versions of the previous Kamen Riders...but now, this is the last test. You have your companions with you, right? Good."
The cards on his suit's form blaze with light. "Let's begin, then."

He has a Decadriver too, of course, but the cards he has access to...well, they're based upon the abilities and forms of the heroes of the jumps/worlds you've been to, able to access them and use them as his own. It's a fearsome battle, but you aren't alone. Your companions will join you at full capacity and you are able to also able to rally the 'other yous' that you had Connected with to your side.
If you were to fall, then take heart. You feel yourself rejuvenated by the light of your rightful power, and Decade nods. "I see...Don't worry. It was a bit too much at this moment. I hope we'll meet again. " The rainbow white light of the Spark leaves him, and sails into the sky. You feel yourself drawn to the next world, as if you had never had this journey...save for the memories of your other selves.
Victory, will get a satisfied grunt from the passing-through kamen rider as the rainbow light leaves him and forms the spark that floats in front of you. He'll get on his feet. "Good. If you're ready to claim it...you have it right there. But maybe your journey's not over yet...If so, that Decadriver in your hands will let you move on to the next world."

The decision is yours. All you need to do is-

"Woah, hang on just a second!" The passing-through Kamen Rider flails his hands forward for a second. "I'd feel bad if I put you through all this trouble for nothing. If you want to continue your journey, then take me along, too! I feel like I owe it to you after what I threw your way. How about it?" Well, how about that? You now have the option of taking Kamen Rider Decade himself for a companion if you resume your chain as normal. Decade will have all of his skills and equipment, though he's agreed to play by the rules this time around - his own world-hopping being under the same limitations as Journey Through The Decade. He can no longer help grant your Spark, but at least you have a fellow dimension-hopper as an ally now.

DESTROY ROUTE

He seems…surprised when you arrive, fresh from the fierce battles.

“I can’t believe it. You made it through all of them?” Decade seemed…displeased. What was he playing at?
“All this time, you keep trying, and trying. I even tried to see if I could stop you through the Another Rider worlds, but you couldn’t have lost once? It doesn’t matter. ”
…Was he truly trying to claim the Spark?
“No matter how much I try to use it, it won’t work with me. Maybe leaving it to the others was a mistake. ” Before you can do anything, he spreads a field of light above the blue marble of earth…your companions reduced to cards and flying into his hands. “If you want something done right, you’ll have to do it with your own power.”

He began to shine with a rainbow light, his final form active. “And whatever you can grab from others, right?”
This is a duel between you and Decade, you with all of your power in addition to the Decadriver’s Blank form(for all the good it’ll do) and the Ride cards of the 9 Heisei riders. He’ll have the powers and capabilities of every villain you’ve encountered in the chain at his beck and call, and he isn’t afraid to use them.
If he overpowers you, you’ll be struck down…but before he can perform a coup de grace, the rainbow light will become more intense…to the point that he is burning up with it’s power. It seems he tried to draw too much, and…You could guess what happened.
The explosion will knock you out of the battlefield towards your next jump, the Decadriver shattered and lost as you do. You may have been defeated and lost what little you might’ve been able to claim from this, but it didn’t end your journey here…you’ll have another chance to claim the spark, it seems. Your journey to the next jump continues, regardless.

If you stand victorious, however, much the same happens as he’s weakened to the point of the Spark’s power overloading and detonating the platform. Only now, you can choose to let yourself be swallowed up by the light of the Spark to claim it…or escape, with the Decadriver and the Kamen Ride cards in tow, to your next jump.

As you fling yourself off, though, you're caught by another card platform…Diend is there! "Should've known that thing was getting to him. Ah well. You were pretty impressive out there! You weren't at all messing around when it came to getting what was yours, eh? "
He seems pretty nonchalant, considering he seemed to know Decade and that he…sort of exploded just now.
"Oh, that kind of thing happens sometimes. Knowing how he is, he'll probably find a way to walk back into my life. Until then, though, if you're going to be heading out to new worlds…I wouldn't mind coming along."
He offers to become a Companion, with all of his skills and his own special equipment, though if you take him along is up to you of course.

[No matter the route, you can choose to end your journey here and gain the Spark or decide to move on and keep with you the Decadriver with all of the customizations you afforded it earlier. It comes with the Form Ride and (if you overcame the final gauntlet) Kamen Ride cards for the Heisei Riders for use with it, as the Jumper Ride cards will dissipate regardless of what you do. No matter how, if you claim the Spark after this jump your Decadriver will gain the ability to make Jumper Ride cards of any person you wish, through the same mechanics as destroying or connecting your alternate selves in this gauntlet.

In case it needs to be said, your powers and abilities are fully restored to their normal state at the end of this gauntlet, though if you took the Connect ending your 'other selves' still exist in their own Parallel Worlds…beyond your reach unless you properly claim the Spark. Perhaps you'll meet them again someday?]