

Kamen Rider Faiz Jumpchain

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Version 1

Hey it's 2003, and this is almost like another world but the key difference is that when some humans die they get the chance to be alive again and evolve into a race called the Orphnoch and some of them made a corporation call Smart Brain, the most powerful corporation, is trying to take over the world using Orphnoch, the next stage in humanity's evolution, to covertly kill off the human population. They develop three suits of power armor, called Rider Gear to find and protect the Orphnoch King, who can fix a defect within Orphnoch DNA which causes their genetic structure to break down, leading to death, and now what are you going to do about this you will start one month before Yuji Kiba become an Orphnoch.

You have +1000 Points to use.

Races

Human - You're just a normal you may be able to become an Orphnoch maybe.

Orphnoch - [400/200] - The Orphnoch is supposed to be the next stage in human evolution. You're second form with characteristics of either a plant or an animal with body armor resistant to standard small firearms blasts and its strength varies widely among Orphnochs as a good measure of one's power. If you don't want to pay **400**, you can become a Sired Orphnoch for **200**, people who survive being attacked by an Orphnoch and become ones themselves weaker than the Original Orphnoch. An Orphnoch can change their shadow into a hologram of their human form, and beware they were doomed to die of inevitable break down and disintegration within any number of years of becoming an Orphnoch depending on their transformation into and out of Orphnoch form or use of the Rider Gears

Age - 1d8+20, 50 CP to change.

Gender - What you last left off as, 50 CP to change.

Backgrounds:

Drop-In - No one will know who you're, a blank slate you do whatever you want.

Ryusei Children - You're one of a group of orphans fostered by the former Chief of Smart Brain and you just got an invitation to attend a reunion in a few days.

Smart Brain - An employee of Smart Brain but careful if you're a human working there because most people in Smart Brain are Orphnochs and if you saw them transform in front of you they will try to make you a Sired Orphnoch by killing you so good luck.

Locations **(Roll 1d6, or 50 CP to choose.)**

1. **Smart Brain, Inc.** be warned if you aren't an Orphnoch you likely be killed
2. **The Clover Bar** is a private bar here, the group of elite Orphnoch that act on behalf of Smart Brain as assassins and mercenaries.
3. **Kikuchi Cleaning** is a dry cleaner owned by Keitaro Kikuchi's family who will become friends with the main characters.
4. **Ryusei Cram School** is where the reunion will be for all the Ryusei children in their old school.
5. **Hospital** where Kiba is still in a coma and nothing else it's a normal hospital.
6. **Free choice** pick anywhere you want to go.

Perks

50% off for Perks in your Background and Race. 100 CP Perks are free for their Background and Race.

Human

Supporter [**100] -** Someone who helps anyone who's an outcast supporting them even if you don't know each other.

Resourceful Scientist [200] - Someone smart can even use the bare minimum of things to make some great like a formula that's able to use Rider Gear without being an Orphnoch or having Orphnoch DNA in them.

Pure heart [400] **-** Using anything that has dangerous side effects will not affect the users who have good intentions for the item.

Dream **[600] -**You have a dream that you want very much and fate will try to make it come true. Basically, it's like if you have a dream of building your own restaurant where everyone is happy it will likely happen but if your dream is worldwide it will take some time to achieve it but will only be used once per jump.

Orphnoch

Orphnoch Physiology **[Free, Restricted to Orphnoch]** You're a survivor even after death you have revived from this and reborn feeling more powerful that right you become an Orphnoch All Orphnochs have their senses enhanced to a superhuman level, able to hear, smell or see great distances, tuning out background noise to focus on their target. They can also regenerate an ability as well as a first sense when the Orphnoch survived its human death, with the regenerating abilities depending on the Orphnoch in question. the Orphnochs' greatest ability is to 'siring' other Orphnochs (similar to Vampires or Werewolves) by attacking humans and (usually) stabbing them through the heart. This has a very low success rate and usually results in disintegrating the human in question. Some Orphnochs seem to be capable of using long, skin-piercing tentacles specifically for siring others and all Orphnoch have their own weapon when they transform they're able to generate their weapon at will.

Ability **[100] -** Unique ability all Original Orphnoch have them so you can customize your ability must or have an affiliation to your Orphnoch form. This can be taken multiple times and can't be too Overpowered here's an example Dragon Orphnoch whatever he touches turns to ash.

Violent Emotion **[200] -** A power-up that will double your power and give your Orphnoch form a new look.

Mythological **[400] -** In the show there was only one mythological Orphnoch. It was Dragon Orphnoch but now not anymore if you take this then you can pick any plant or animal from mythology to be Orphnoch form. Now you're on equal grounds with Dragon Orphnoch you can now have overpowered Ability but it has a match the level Dragon Orphnoch ability and can not pass it.

Orphnoch Monarch **[600] -** Monarch is another word for Ruler and that's what you're a Ruler, and a very powerful one any Orphnoch who is weaker than you will be compelled to listen and obey you, and you're Completely genetically perfect you don't have to worry about break down and disintegration anymore and can remove the genetic flaw from other Orphnochs, you can still retain your Human form so will the Orphnochs you fixed and when you make Sired Orphnoch you have a great chance that they'll become one and your strength equal you to Arch Orphnoch aka the Orphnoch King.

Drop-In

Instrumental Expert [**100] -** like Kaido the snake orphnoch, you have a great experience with one musical instrument.

Horse's Vengeance [200**] -** You have an instinct of anyone who betrays you and you can track them down no matter where they are going.

Full potential [**400] -** Any item you use brings it to the Fullest strength and even knowing that the item can go beyond its expectations.

Justiφ's [600**] -** Dreams most people have a dream, if you find what dream your Allies have you can gain a tremendous power boost by 6 times to protect their dream.

Ryusei Children

Hidden **[100] -** Somehow you got something very important or you're someone important that people want to hunt you down, you can be hidden even if the place is obvious your Hunters will not be able to find you for some time but enough time to make a getaway.

Successful Test **[200] -** Any untested Experiment that you forced into you will be one of the lucky ones that succeeded with no problem.

Trustworthy **[400] -** People will trust you no matter what even if you lie to them or make them mistrust each other.

Modded **[600] -** You can modify anything with time you can even change things that have locks that humans can't use and make it usable, or a normal car to have a weapon mode.

Smart Brain

Business **[100] -** You work in one of the world's most advanced corporations, Your work experience in business is top class.

Connection **[200] -** You can make connections with governments, people of use and you will be able to cover up anything illegal.

Lucky Four **[400] -** A Train Assassin you work as a killer for Smart brain, you have great skills in killing and fighting and survive some dangerous attacks that could kill you.

Smart Engineering **[600] -**with this you have the Engineering skills of some people in Smart Brain you can create your own Rider Gear, Vehicle that can transform into a Robot, even Weapons that look like everyday items all these Items you can make.

Items

50% off for Items In your Background. 100 Items are free for their Background, and extra **200** just for items.

Rider Gear [300/400] (Free for Ryusei Children) - It was created to be worn by the Orphnoch to protect their Orphnoch King but the former Chief of Smart Brain realized the error of his ways and attempted to stop humanity from becoming the monsters by taking the Rider Gear he had developed which the initial purposes were to protect the Arch Orphnoch and gave them to his students in the hope there would be the time they could oppose the Orphnoch and the Arch, The armor's theme is based on a letter from the Greek alphabet and contains the letter somehow within the aesthetic design, The Gears also have a method to input command codes, a cell phone number keypad for most, which can activate armor and various weapons, the person needs be a [Orphnochs] or have orphnoch blood implanted in them to use the rider gear or pay **100** more for [Humans]uses.

Variable vehicle **[100] -** You pick what type of motorcycle you want it can be similar to Auto Vajin or Side Basshar or jet sliger.

Drop-In

House **[100] -** You have a home to live in you will have when you arrive.

Pizza parlour **[200] -** You are the owner of a pizza parlour like the Dolphin Orphnoch who's a Renegade and somehow pizza parlours always have great customers no matter what world even if Pizza isn't there.

Axel Watch **[400] -** Someone throws this stopwatch at you. This stopwatch is actually a power-up item with the Axel watch and your rider gear that will give the power to move at the speed of sound for 10 seconds and physical attacks will also become 1.5 times stronger.

Blaster briefcase **[600] -** This weapon has three modes, a powerful energy pump-action shotgun is called Photon Buster Mode and a thick bladed lightsaber-like sword made from solidized Photon Blood is called Photon Breaker Mode, the last mode is its base form is Trunkbox Mode, your rider form will gain

an upgrade called Blaster form with a backpack like a device attached to it called Photon Field Floater that releases constant waves of Photon energy to give flying capacities, to unlock blaster form is with help from a Smart Brain Satellite in orbit don't worry about the Satellite destroyed because will be indestructible.

Ryusei Children

RV **[100] -** A motorhome filled with infinite food, water and electricity with an Alarm system.

Base **[200] -** A place to use in case you want to make a rebellion against a government that's trying to kill humanity, like minded people will easily able to find this base and enemies have a difficult time finding this base, it stocked with many weapons, including its own defense system, a farm for food growth.

Orphnoch blood **[400] -** You got a big jar of orphnoch blood it's useful if inject it into yourself so can use the rider gear but each time you have the same effect as the orphnoch of inevitable break down and disintegration, or you can use the blood for some Experiments.

Master control **[600] -** The notebook of the former Chief of Smart Brain, the notes are about the rider gears and weapons made by smart brain that there's a master control phone that can control all the items that made by smart brain made for the Orphnoch King but never pass the prototype, with this notebook you can make this item.

Smart Brain

Business suits **[100] -** You're working in a business so you have to dress to impress. The suits are self cleaning so don't worry about it.

Lab **[200] -** This laboratory has all of the equipment you can make and all materials will restock every week.

ORP **[400] -**A formula that increases the chance for humans to become a orphnoch by 15%.

Smart Brain **[600] -**That's right Smart Brain it self if you take then you are now the owner of Smart Brain the most powerful corporation, they have many subsidiaries Smart Brain Finance, Smart Brain Entertainment, Smart Brain Beverage, Smart Brain Distribution, Smart Brain Motors, Smart Brain Material with a whole army of orphnoch in your command.

Companions

Canon Companion **[200] -**Is there anyone you may take a canon character along with you if you can convince them to do so.

People with no name **[50/200] -** You may spend 50 points per person to import or create a companion, or pay 200 to import or create up to eight. They each get a background of your choice for free and 600 points to spend on whatever you want. Like you, they also get **200** points for items only. They are unable to take drawbacks.

Smart Lady **[100] -** She is Smart Brain's 'mascot' who works closely under the company's chief and helps develop Orphnochs.

Oc Companions

Moth Orphnoch **[100] -** Sora Aki is a 22-year-old intelligence researcher she didn't have any friends but very caring she die by crushed by a falling exercise bike while going home, She became a Orphnoch and was found by Smart Brain and found out that Smart Brain is killing humans so she became Renegade Orphnoch that's where she meets Jumper and becomes friends with Jumper.

Tortoise Orphnoch **[100] -** Jin Tamotsu is a 24-year-old trainee tradesperson who enjoys Boxing. He is inspiring and brave, but can also be very rude and a bit impatient he die in a robbery and a Orphnoch he

help Smart Brain make more but he knows the chances of that are low so mostly to kill criminals, Jin is thinking of becoming a Renegade when you met him jumper.

Drawbacks

Legacy **[+0] -** If you have jumped any Kamen Rider worlds in the past, they are now considered 'canon' to your jump, and the consequences thereof will carry on. I hope you didn't have any unfinished business.

Paradise Lost **[+0/600] -** Okay so Smart Brain has accomplished its goal of world domination - with 90% of Earth's population being Orphnochs while the human race is diminishing to near-extinction. If you take as Orphnoch you get nothing but Human get **600** so good luck.

Loner **[+100] -** You are a loner like Takumi Inui.

Untrustworthy **[+100] -** People are far less likely to believe Jumper about things unless they have hard evidence.

Nekojita **[+100] -** Jumper no longer can handle slightly warmer than room temperature foods.

Miscommunication is key **[+200] -** Jumper is now just prone to causing drama by not being able to talk out their problems or feelings with others.

Musical **[+200] -** Jumper is forced into a musical with most people singing only in one day.

Forgettable **[+200] -** You're very forgettable people will just remember that you are there and that's it.

Renegade **[+400]** (Orphnoch only) Jumper is a Renegade Orphnoch that is not aligned with Smart Brain, and each follow their own agenda. Most Renegades wish to continue with their normal human

lives, thus they are branded as traitors that deserve death, so be warned that Orphnoch will attempt to kill you.

Dragon Amusement **[+400]** The Dragon Orphnoch finds you fun to play with you aka beating you and beware the Dragon Orphnoch is very arrogant, violent and self-absorbed, often referring to himself as the 'strongest lifeform' due to his abilities.

Amnesia **[+400]** Jumper You forgot who you are and any information about this world all you remember is your name.

King's rages **[+600]** The Orphnoch King awakening early and seemingly wants to kill you jumper unless you have something to kill The Orphnoch King, He will keep chasing you down and kill for the entire jump.

I am the Protector of dreams **[+600]** Jumper you have taken the place of Takumi Inui the protagonist obtaining the Faiz gear and it upgrades but you have keep the main cast who still alive in end of the show, alive if anyone who is not suppose to be dead that will be the end of your jump but you can save people who are supposed to be dead.

Locked **[+600]** Jumper if take this that means that you cannot use all of your previous jump's abilities, only allow you to use abilities that in this Jump.