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Kamen Rider Heisei Part 3: Faiz Jump

You'll enter this world in the year of 2003 in the city of Tokyo, Japan. While at a first glance this world may seem identical to ours, a dark force hides in the shadows as it threatens to destroy the human race. United under the banner of the most powerful corporation in the world, Smart Brain, creatures called Orphnochs conspire to exterminate humanity and increase their numbers. With the resources of Smart Brain, they have been able to keep their activities hidden from the public and develop three weapons named rider gears or belts. The belts were designed for two purposes; Eliminating rogue Orphnochs and protecting the most important member of their race, the Orphnoch King, when he is found.

Unfortunately for Smart Brain, the search for the Orphnoch King has been futile, to say the least, and things have gotten worse with the mysterious disappearance of the president, alongside the three rider gears: Kaixa, Delta, and Faiz. Not too long after this, the belts would be sent to various members of the "Ryusei Children" a group of orphans who were taken in and raised by the president.

Those who received the belt would be forced to fight for their lives, as Smart Brain sent their agents to retrieve the belts, given that they are the only weapon capable of reliably destroying Orphnochs and they can't let them fall into human hands. Amongst these agents are the Lucky Clover, a group composed of the four strongest Orphnochs at Smart Brain's disposal, who are more than a match for those using the belts.

You'll enter this world the day Mari Sonoda, the current holder of the Faiz gear, meets Inui Takumi by chance. Not too soon after their meeting she'll rope him into becoming Kamen Rider Faiz and setting the stage for a year-long battle against Smart Brain.

For your age roll either 15 + 1d8 or 25 + 1d8, alternatively, you can forgo rolling and choose your age.

Oh, and to help you survive take this to spend on this document:

+1000cp

Origins:

Drop-In: No ties and no previous history with anything and anyone related to the Orphnoch, for all anybody knows you could have just appeared from thin air one day. This does have its few advantages as you aren't on anyone's hit list and you don't have certain obligations to fulfill, but without any previous history, many will find it hard to trust you. As the unknown variable in this conflict, your actions may tip the scale towards any of the two sides or change nothing, you're free to decide.

Smart Brain: Congratulations! You work for one of the most powerful and successful corporations in the world, either as one of its many Orphnoch members or one of the human employees acquired during the many mergers and acquisitions it has gone through. Regardless of what you are, the current situation is a very obvious opportunity for a life of comfort, luxury, and power if you're able to take the stolen belts back to Smart Brain. However, you won't be the only one who wishes to use this chance to rise through the ranks, and only one can be at the top. You'll have to watch your back against the Kamen Riders, your coworkers, and even your new boss; he doesn't tolerate failure, and unlike his precious Lucky Clover you are more than expendable.

Ryusei Child: As a kid, you were one of the many orphans raised in the Ryusei School by the previous president of Smart Brain. Aside from a reunion about a year ago and having their contact info on your phone, you and your classmates all went into their separate ways, well, until now. Some of your classmates have received a mysterious package in their mail from your adopted father, and along with it came many Orphnochs trying to take the belts by force. Believing that your father had sent the belts for the purpose of defeating the Orphnochs many of your classmates have decided to take the burden of being Kamen Riders and defend humanity, even if costs them their life.

Unbeknownst to most of them, your involvement with Orphnochs goes before the belts were even sent. You see, it seems that Smart Brain saw you as the perfect guinea pigs, so on the day of the reunion a year ago they sent their strongest Orphnoch to kill you all, something he did with much success. Your dead bodies would be brought to Smart Brain's facilities where they would inject you with Orphnoch DNA, in the hopes of creating artificial Orphnochs. The experiment was a failure, with your bodies being brought back to life, but still as human beings, so you were given false memories and sent away. While the experiment was considered a failure on their end, you should look at it as a success, since your Orphnoch DNA has given you and your classmates the ability to use the belts. Will you join your fellow classmates in fighting back? or try to hide away and keep a sense of normalcy?

Lucky Clover: The elite assassin group working on behalf of Smart Brain, formed by the four strongest Orphnochs in the organization. They're tasked with doing most of the dirty work of the company, like eliminating Orphnochs who have decided to side with humanity, either by deciding not to kill any humans or by attacking Smart Brain directly. As the name may imply, the group is restricted to four members at any given time and given that at the moment the jump begins all of its four members are alive, you are the unofficial fifth member. The mission to retrieve the rider gears will be your best chance of gaining an official seat, either by having one of your comrades killed by the Kamen Riders, with you filling their now-empty position or by proving yourself useful to the company by killing the Kamen Riders and retrieving the belts.

Additionally, you may choose this addon-origin to get access to its exclusive perks.

Orphnoch (200/400cp):
The next step in human evolution. Before this jump started you died, either from an accident, an illness, or even at the hands of an Orphnoch; the how doesn't really matter, what matters is what happened after that. Your body avoided dying by evolving into an Orphnoch, and as a superior being you have found that you have better senses than your human peers as well as being slightly faster and stronger, but your real power comes when you shed your human appearance.

You now can change between your human form and your true Orphnoch form, this form is based around an animal, insect, or plant and increases your physical abilities by a substantial amount, to the point where you now can break concrete without much effort and where small-caliber bullets do little more than superficial damage.

As an Orphnoch you also possess the ability to create other Orphnochs by murdering humans, though the chance of someone successfully turning into one is exceedingly rare, most turning into ash when you kill them. In both of your forms, you also possess tentacle-like appendages that you can use to easily pierce the hearts of normal humans.

You also have some miscellaneous abilities related to the animal or plant you are based on. Additionally, some Orphnochs can summon weapons like swords or even crossbows to help them out.

While Orphnochs are indeed the next stage in evolution, such rapid change in biology can't be withstood by the human body. As the years pass, the chances of the Orphnoch´s body suddenly suffering a genetic breakdown and dying increase. Only the Orphnoch King spoken in legend is capable of fixing the genetic breakdown, at the cost of completely destroying the human form of the Orphnoch.

Last but not least, Orphnochs are divided into two types, originals and sired Orphnoch, the originals like their name imply being those who transformed naturally and the sired are those who were killed by an Orphnoch and revived instead of turning into ash. While they are almost the same, sired Orphnochs tend to be weaker than the originals.

Choosing to be a sired Orphnoch costs 200cp and gives you 500cp to use only in the Orphnoch perks option, while being an original costs 400cp and gives you 1000cp to use only in the Orphnoch perks section.

Perks:

Orphnoch [Following perks exclusive to those who bought the Orphnoch origin]:

Merciless (100cp):

Many Orphnoch struggle to kill humans, as they remember that they too were humans once, but you have understood that humans are a thing of the past and an obstacle towards evolution. When you pierce their hearts or crush their bones, you are just giving them the chance of becoming something greater than they are and if they died it only meant that they weren't fit to evolve, so you shouldn't feel any remorse or sadness when you attack them.

Hidden Killer (100cp):

You would think someone would have noticed that everywhere you go people tend to disappear, but you're that lucky. Cameras are pointed the other way, any potential witnesses decide to go to another place, and your multiple victims decide to stand still instead of trying to run or scream for help.

Fleeing (100cp):

Strong as you can be, there can be times when you might find yourself at the mercy of your enemies. In these situations, even if your pride gets tarnished it's a good idea to cut your losses and run away to try another day. It does help you that you have a talent for running away no matter how injured you are and that those who pursue you tend to lose interest and stop once you are out of sight to them.

Dash Form (200cp):

All Orphnoch have their forms based on a certain animal or plant and have some powers related to that, but you're a step above that. Aside from your normal Orphnoch form, you can enter a hybrid form based on the animal or plant you are based on, for example, a horse Orphnoch would gain a centaur-like form which would allow them to run as fast as a car and trample their opponent with their hooves.

Demon Form (200cp):

You have adapted your Orphnoch nature to be able to deal with various kinds of threats. Additionally, to your normal Orphnoch form you now have a demon form. This form is stronger and sturdier than your normal one, being capable of taking one of the Kamen Rider's finishers head-on without turning into dust at the cost of being slightly slower due to its bulkiness. You can switch between your two forms at will.

Accelerating Spirits (200cp):

Maybe the best defense isn't a sturdy armor but the ability to not get hit in the first place, at the very least that's the strategy you seem to have gone for. You are able to dash at incredible speed, to the point others look as if they were in slow motion. This makes for a great way to overpower enemies before they can react, dodge attacks or run away.

Violent Emotion (400cp):
Your body has evolved to greater highs once again. The Orphnoch form you possess has become stronger and faster, as well as acquiring a slightly more animalistic look. Overall, it's a general increase in power that lets you deal with other Orphnocs and Kamen Riders in their base form without much trouble. Other Orphnoch forms you possess will also benefit from this evolution.

Mr.J (400cp):
A member of the Lucky Clover, the eponymous Mr.J was blessed with something other Orphnochs would kill for, the ability to come back from the dead, and not only once, but twice. Just like him, you now have two extra lives coming back from the dead a few hours after you were killed. Each time you come back from the dead your Orphnoch form becomes stronger overall, as well as gaining a new appearance.

Resurrection (400cp):
Similar to the ability above, this one also lets you trifle with death, more specifically the death of others instead of yours. Using your tentacle appendages, you're able to revive recently deceased Orphnochs, even if they're nothing more than a pile of ash, back to the world of the living as if nothing had happened.

Titan (400cp):
A formidable power that might even let you rival the king himself if not for its terrible price. In exchange for losing yourself in your primal instincts, you're able to reach a feral state, turning into an enormous form of the creature you're based on. Crushing or mauling your opponents will be easier than ever, and what's more, you have become so durable that all but the strongest attacks from other Orphnochs or Riders will be nothing more than an annoyance.

As said before, when you are in this form, you're a slave to your instincts, making you nothing more than a dumb beast. It will take lots of willpower to be able to control yourself and not attack indiscriminately, let alone change back.

Arch Orphnoch (600cp):
The strongest of the Orphnoch race, and the one who will save them from their grim future. You are now the prophesied Orphnoch King. Unlike the other king, Teruo, you are already fully matured; meaning that you don't need to consume Orphnochs to awaken your powers and you keep your original personality. Being the ruler of the Orphnoch your abilities are on another level, capable of throwing beams of energy that incapacitate if not kill most Orphnoch, rivaling the strongest Kamen Rider and being the only Orphnoch who can take a direct hit of the ultimate attack of Kamen Rider Faiz Blaster and survive, albeit with various injuries.

The thing for which the other Orphnoch call you king is your ability to complete the Orphnoch process, saving your fellow Orphnoch from the cruel death of genetic breakdown while completely erasing any traces of their human form. In future jumps, you can do the same with other types of transformations as long as they are biological in nature, destroying the human form and making the transformation permanent, removing any negative side effects from the form.

Drop-In:

Someone Who Can't Iron Isn't Proper (Free Drop-In, 100cp):
That is a phrase that seems to have stuck with you, given that you have developed extensive cleaning skills. From making dirty clothes looking brand new to having incredible housekeeping skills, you're an expert at not leaving a single speck of dust. If you don't have any source of income, starting a cleaning services company is a good way to get some cash.

Allergy (Free Drop-In, 100cp):
Since you were a kid it seems you had a certain aversion to a specific type of person, you used to believe it was those with dirty or bad hearts, but sooner and later you'll find out it's an allergy to those who aren't entirely human in the first place. Whether they're Orphnochs here or other creatures such as werewolves in future jumps, you'll feel an urge to sneeze the first time you meet them. Alterting you to their true nature. It should be mentioned that they may not necessarily be bad people.

Punk (Discount Drop-In, 200cp):
Unlike almost everyone here, you actually have some experience in fighting. Not amazing enough to take Orphnochs down without transforming, but it'll give you an edge in fights against inexperienced opponents or compensate for the difference in strength when fighting a superior one.

See Right Through You (Discount Drop-In, 200cp):
Through past experiences of dealing with difficult individuals or finely tuned instincts, you have become skilled at detecting "fake" people. These being individuals who put on a façade in an attempt to manipulate or deceive those around them. Despite their charming demeanor or conniving smiles, you have honed your ability to see through their deception and recognize their true intentions.

If Fighting Is A Sin…(Discount Drop-In, 400cp):
You're willing to be a sinner. You've learned from past experiences that hesitation and self-doubt only serve to make difficult situations worse, and as such, you've made a conscious decision to abandon such weaknesses. You're able to tackle even the most challenging tasks head-on, undeterred by anything with a nearly unshakable resolve that makes it nearly impossible for others to demoralize or guilt-trip you.

Proof of Humanity (Discount Drop-In, 400cp):
It's a dog-eat-dog world here, not going to sugarcoat it. Some people just get tired of trying to hold on to their human heart after suffering tragedy after tragedy and lose hope entirely on everyone around them; or perhaps they find it useless after receiving a taste of power. For most of them that's that, they are beasts that will kill at a whim as long as they perceive themselves to be superior or if it helps them further some of their goals, but that doesn't always have to be the case. Whether it's slowly through conversations or in a more dramatic fashion of beating their cynicism out of their system, you are good at putting the faith of their fellow man back into even the most far-gone individuals.

The Protector of Dreams (Discount Drop-In, 600cp):
"The one who'll cut through the darkness and return light into the world," you can't help but think it sounds kind of corny, right? Nonetheless, this is the sort of thing that will follow you wherever you go, with tales of your heroic deeds, no matter how insignificant, being passed around like wildfire, giving hope to those who find themselves in the midst of the darkest situations. Your mere presence will serve as a beacon of hope, igniting a flame of courage and resilience in the hearts of those around you, and your actions will only serve to bolster their spirits even more.

Use That! (Discount Drop-In, 600cp):
Despite having little to no direct involvement in the ongoing conflict, you find yourself frequently being entrusted with the responsibility of handling special gear, such as rider belts, their upgrades, or even magical items in future jumps, even against your will on some occasions. Whether you want to call this fate, destiny, or just bad luck you may often find yourself thrust into the role of the reluctant hero, called upon to utilize powerful and dangerous equipment to help save the day, as others trust your abilities in handling tools and items they either can't use or that they believe it's better in your hands.

Smart Brain:

JumperLady (Free Smart Brain, 100cp):
Not sure if it's an inborn talent or something you were trained with, but you can be incredibly annoying when you put your mind to it. An annoying voice and silver tongue that lets you grind everyone's gears. Don't worry too much about repercussions either, as everyone you bother seems to just bear it, rather than retaliate on you.

For Your Sake (Free Smart Brain, 100cp):
It's kill or be killed to advance the corporate ladder, especially when your coworkers are bloodthirsty monsters, and you're not above threatening the things they love to advance your position. You instinctively know what the things are those near to you care about, or what makes them tick. It's up to you how to use it effectively to exploit them, however.

Smart Brain (Discount Smart Brain, 200cp):
Life is frail. Life is limited. Why try to directly fight against those who are stronger than you? It would end with you as the pile of ash instead of them. This is why you have developed a talent for devising plans that rely on deceiving or outthinking your opponent's rather than using brute force to get your goals. After all, nobody said you had to fight fair against the Kamen Riders.

Error! (Discount Smart Brain, 200cp):
The rider gears were made with the purpose of protecting the future of the Orphnoch race. The source of their power is Photon Blood, a substance that only Orphnochs could handle being exposed to without being turned to ash. Measures were taken with some of the belts so that if someone wasn't fit to use them, they would get violently rejected, but without killing them. Likewise, you have knowledge on how to apply similar countermeasures to things you own, making those who don't meet certain requirements get rejected, or suffer from other effects, such as their aggression being increased, like in the case of the Delta gear.

Memories (Discount Smart Brain, 400cp):
In very specific cases it is more convenient for the company to simply obfuscate the truth in a target's mind rather than outright eliminate them. As someone who either worked in that area or was taught through osmosis you are able to rewrite someone's memories of an event. Traumatic events might not have happened at all, or someone can find a complete stranger is someone important to them. The exact methods of how you do this is up to you, though it seems that the target must be in a state of unconsciousness. It should also be mentioned that constant exposure to anything that relates to their rewritten memories might undo the whole thing.

CEO (Discount Smart Brain, 400cp):
Most of the time you aren't going to be chasing around after the Kamen Riders, you have an actual role in the company. Don't fret too much about it, you are kind of a genius at this. Task delegation, resource allocation, seeing trends and patterns, leadership ability, and many other things related to company management come to you very easily. If there is a single person in this company who should be managing Smart Brain, it's you.

Belt Designer (Discount Smart Brain, 600cp):
The construction of the rider gears was a very well-guarded secret, with only a select team and the company's president being in the know. With that team dead and the president missing, only you seem to remain. You have knowledge of Photon Blood, the thing that powers most of the Rider's technology, and the various materials, such as Sol Metal and Foam, that are created almost out of thin air from Photon Blood and make up the armor of the Riders. With enough resources you might make new addons for the already existing belts, or even create new ones that lack some of the more dangerous features of its predecessors.

The King's Sleep (Discount Smart Brain, 600cp):
So, the worst has happened, somehow despite seemingly endless resources and elite agents at its disposal, Smart Brain has been destroyed. Does that mean the end for you? Time to get away from all this drama and get a construction job instead? No. It's never that easy to put an end to something with you around. To put it one way, luck is on your side even if you were to suffer a big setback or defeat. Maybe the 'heroes' took heavy losses, and those that are still here are hanging by a thread, or maybe you managed to get away with key elements to your plans. The only thing stopping you from getting back to your previous glory is time.

Ryusei Child:

Take Responsibility (Free Ryusei Child, 100cp):
To even attempt to get out of this situation with your life, you are going to need help, preferably from a good Samaritan. Those aren't very common, however, so it's better if you resorted to a bit of embellishment and light extortion to get around day to day. Be it making fake backstories, a little bit of nagging or just looking pitiful, you can get others to help you with minor stuff, such as giving you a place to stay in, giving you a part time job, or even paying for your food. They'll be hard pressed to refuse as long as you are not outright hostile.

Club President (Free Ryusei Child, 100cp):
You can't help but feel proud of your vast array of sport related talents, from tennis to fencing to horse-back riding and many more; it's evident that you're a gifted athlete. Won't help you much when you're face to face with an Orphnoch, but if you're fortunate enough to survive, your abilities could pave the way for a bright future as an athlete.

Who's That? (Discount Ryusei Child, 200cp):
Human, Orphnoch, regardless of the species the fear of the unknown is something that exists in both. You have learned to take advantage of that. Putting in simple terms, any surprise appearance you make will fill your enemies with dread, enough that they might even back away from a confrontation out of fear about who or what you are. This diminishes the more the other party knows about you, as the scary unknown takes a definitive shape.

We Have No Place To Run (Discount Ryusei Child, 200cp):
There is no way to put this mildly; you are not in a good position. Being hunted by hitmen means that you have little option but to fight. Unfortunately, not everyone in your group seems to get this, and you will need all the help you need to get out of this unscathed, let alone alive. Through a method of your choice, whether that be calm reassurance or angry yelling, you can convince the weakest willed of individuals to stand up and fight for once. It might prove fruitless in the end, but it's better than nothing.

The Power of Delta (Discount Ryusei Child, 400cp):
The Delta belt is said to be so powerful that it could grant part of its power permanently to those who used it, though for some reason the majority of people who used it weren't granted powers, good thing you're not part of that majority. In fact, you are one step above those who were blessed by Delta's power. You seem to take some remnants of power from any object that grants abilities, such as the rider belts in this jump.

That's My Bag! (Discount Ryusei Child, 400cp):
Not everyone can be a hero, or the best person for the situation at hand. Luckily for you, random luck or what may be described as fate does like to put you in contact with those people. They may start as standoffish and anti-social, but with enough help and prodding they may even become a true hero, one capable of turning around seemingly impossible situations.

Trustworthy (Discount Ryusei Child, 600cp):
You have a charming smile, hasn't anyone told you that before? It's not exactly charisma but there is some quality you have that makes it pretty easy for others to lower their guard and trust you. Others seem to have a positive impression about you from the get-go, and those who are naturally hostile to others can at least value some qualities about you. In fact, those you are outright hostile with will find it easy to forgive or simply brush off any altercations you had with them, up to a point.

Making lies is also something that comes up easily to you, being able to put a wedge on tight friendships more easily than it should. Even if by all rights someone thinks you're shady they will give it at least some merit, and it would seem as if fate will help you to make those two parties not discuss your lie.

Built Different (Discount Ryusei Child, 600cp):
Very quickly into this new life you realized that there was something different about you compared to the rest of your classmates. The experiment that had brought you back to life and gave you the ability to use the ride gears was a failure, it was a matter of when not if it was going to disappear, sooner or later you would be unable to transform, or get killed by one of the belts. Or that is the idea, yet you seem fine and able to transform time and time again. Whether it's something like Orphnoch DNA or more mystical stuff such as life force or memories in future worlds, your body seems to be very efficient in using those limited resources.

Lucky Clover:

Bartender (Free Lucky Clover, 100cp):
Ever since you started hanging around at Saeko's bar, you have not only picked up on some unique and creative ways to serve drinks but have also honed your own bartending skills to the point where you are confident that you would make a valuable addition to any bar.

Beautiful Assassin (Free Lucky Clover, 100cp):
Seems like your reputation as an elite precedes you. When you need to throw people at the problem you seem to have little to no problem finding mooks, most having no problem risking their own lives just to prove themselves to you. That's how much they seem to adore you, or well for the more cunning ones, how your approval might move them up in the food chain.

Four Leaf Clover (Discount Lucky Clover, 200cp):
While each individual of the lucky clover is powerful on their own, their true power is only seen once its four members are working together. Likewise, you find it easy to synergize with others in any team your part of, and when all members of it are present you find that your overall ability rises, as you're able to do stuff you couldn't ever accomplish individually.

Dragon (Discount Lucky Clover, 200cp):
Given that the only requirement for joining Lucky Clover is being powerful enough, it attracts some eccentric individuals, to say the least. Whether you fit that description or not, you'll find that Smart Brain and other organizations in future jumps will tolerate whatever sort of strange whims and mannerisms you have as long as you get the job done. A small warning, while this perk will make it so the higher-ups don't get mad at you, those you work with are still able to hold grudges against you and may get tired of you.

Becoming One (Discount Lucky Clover, 400cp):
As you begin to embrace your new Orphnoch self and leave your humanity behind you'll start to see that you can do some neat tricks. By allowing yourself and your Orphnoch power to become one, you'll become able to use your Orphnoch abilities without needing to shed your human form. For example, a porcupine Orphnoch is able to shoot needles from his arms or a snake Orphnoch has a poisonous bite. This perk also applies to other transformations you possess, letting you use some of their abilities without requiring you to change into them.

I'll Survive No Matter What (Discount Lucky Clover, 400cp):
They don't call you the cream of the crop for nothing. You're exceptionally tough, capable of withstanding hits that would make members of your species drop dead. Be it either gunshots or one of the finisher attacks of the Kamen Riders, it'll take a lot to make you flinch, let alone even kill you. Escape from a sudden ambush with ease or dare to take an attack head on just to show your enemies how little it actually did.

Affinity (Discount Lucky Clover, 600cp):
Those idiots with the belts are merely children playing with toys, they are unable to comprehend the true power they can hold, and that's why their fate is sealed. While others may struggle to understand the full extent of their special equipment such as the rider gears, you possess an innate knowledge of its capabilities and limitations, allowing you to push it to its absolute limits. As such the ceiling of power between them and you is incomparable. This also applies to other transformation devices or special items in future worlds.

An Honest Life (Discount Lucky Clover, 600cp):
As this conflict nears its climax you might have started to have second thoughts about continuing to participate in it. Perhaps it's the remnants of your humanity giving you pause, perhaps you are tired from fighting and just want a peaceful life, or you just fear for your life and don't think you'll come out of this unscathed. You can always just run away. Don't worry about others coming for you, either you'll be deemed unimportant, even if you were one of the top dogs, or something will come in to make your disappearance an issue they'll get up to later. No matter the scale or the conflict, you'll be able to pack your things and go poof, a liberty some people would kill for.

Items:

You are free to import items you have into the ones you purchase as long as it's appropriate.

Insert Song (Free/100cp):

What 's that sound? Seems like every time you get into a fight a song starts playing in your heart describing yourself or about not giving up during a struggle. Either way it seems to help you get pumped up and ready for anything. Though you can turn it off at a whim if it's a particularly serious moment. Free for this jump but you must pay if you want to carry it along.

Henshin (Free, mandatory for human Ryusei Children, exclusive to non-Orphnoch):

Photon Blood powers up most of the Rider suits you'll see here. It is also completely toxic to humans, turning them into ash when exposed to it. However, as a consequence of being implanted with Orphnoch DNA some of the Ryusei students can transform without suffering the lethal side effects. By taking this, you will have gone through a similar process, letting you use any of the rider belts in this jump safely from now on.

Drop-In

Traveling Bag (Free Drop-In, 100cp):

You were never much about staying in one place for too long huh? well let's get you something so you're never caught off guard while drifting from place to place. This bag has all the basic necessities one might need while traveling, such as food and the necessary identifications, as well a bit of spare cash that renews each day. If you are careless and somehow leave it elsewhere you will find it at your side the following day.

Jumper Cleaning Service (Free Drop-In, 100cp):

A few days into your arrival, you bump into an amicable young woman who offers you room and board at her place, which also fronts as a dry-cleaning store. She welcomes you to help around every now and then for some cash but otherwise is good to let you stay for free out of the goodness of her own heart. It also bears mentioning that the usual clients tend to be the gossipy sort, letting you hear all sorts of rumors and what's going on around town. In any case this might not be a luxury living but it's very homely. In future jumps you might opt to end up in similar arrangements.

SB-555V "AutoVajin" (Free Drop-In, 100cp): Faiz's vehicle. A sturdy bike and of the various support vehicles it can be called the most advanced, capable of acting autonomously if needed. At the press of a button, it can swap from its vehicle mode to a humanoid robot, it's not the brightest bulb in the world when it's first activated but it can slowly improve its behavior with time. In this mode it has a gun that doubles as a shield and becomes capable of flying for short bursts of time. By pulling one of the handle bars the user can receive the Faiz Edge, a dull blade-like weapon that can be energized in order to slice through all enemies.

SSB-555 “Faiz” (Discount Drop-In, 200cp):
The last of the three rider gears to be made. Created to protect the Orphnoch King Faiz’s greatest selling point compared to its sibling gears is arguably the high versatility thanks to the many add-on tools that were created for it, as well as having a ‘safety’ feature enabled that only lets those who are able to use its power transform, else the person wearing the belt receives a painful electric shock as a warning; which in comparison to outright dying or become hyper aggressive, is a nice alternative.

Faiz’s main components are the transformation belt and the Faiz phone, which is used as a component that powers up the device, a normal cell phone and as an energy pistol when given the right three number code. This purchase also nets you the Faiz Pointer, a laser pointer that can be attached to Faiz’s leg in order to perform a finisher move, and the Faiz Shot, a camera that can be transformed into a knuckle duster to enhance melee attacks.

SB-555W “Axel” (Discount Drop-In, 400cp):
The first main upgrade for Faiz, at first glance it’s a stopwatch that does nothing when attached to Faiz’s wrist. When the start button is pressed Photon Blood output is severely increased, the chest armor opens up in response in order to release the increasing heat and the normally red lines become silver to indicate the high concentrations of Photon Blood.

This state is called Faix Axel. During the next 10 seconds, Faiz is able to move 1000 faster, reaching the speed of sound and seeing the world moving in slow motion, what’s more it’s physical abilities increase and Faiz becomes able to use multiple of its finisher attacks in succession. All in all, this makes it a great tool to deal with lots of enemies, or as an escape tool. At the end of the 10 seconds Faiz comes back to normal. Normally this upgrade is only designed to work with the Faiz gear but if bought it will work with any other transformation device bought with cp.

Transformation One-Shot (Discount Drop-In, 400cp):
A device born out of desperation in a future where the Orphnoch brought humanity to the brink of extinction. Needing to be able to circumvent the DNA requirements to be able to use the belts, a certain professor created this drinkable serum that allowed whoever that drank it become able to use a belt and transform as if they had Orphnoch DNA in them…at the cost of it disintegrating the belt when the transformation was undone, hence the “One-Shot”. What you have in your hands, however, is something done with more time in development. A box of an improved version of the serum, which will let you ignore any special requirements any item might have, at a 1% chance of it being destroyed when you let go of it. Be careful, or rather lucky!

SB-555T “Blaster” (Discount Drop-In, 600cp):
It’s a clunky foldable gun with a slightly odd design but for a powerup of this level it couldn’t be just a simple accessory. Once the Faiz phone is slotted in this device and the appropriate code is inputted, a Smart Brain satellite will flood the rider armor with Photon Blood. The usual black color of the suit is dyed in a metallic red as Photon Blood overflows due its output being increased to the maximum operational limits. Needless to say, parameters are increased tremendously, even if speed-wise it doesn’t quite reach the levels of Axel.

Being coated in photon blood means that your attacks can turn the average Orphnoch to ashes with a single touch, and those that survive might wish they hadn't. Additionally, the transformation grants a jetpack-like device, granting Faiz the ability to flight or use the thrusters as shoulder mounted guns.

As for the gun itself, it's a pump action design, with each photon bullet that it shoots being as powerful as the finisher of base Faiz. Furthermore, it can spawn a blade of light if melee combat is needed, capable of melting through steel like hot butter. Normally this upgrade is only designed to work with the Faiz gear but if bought it will work with any other transformation device bought with cp.

Smart Brain:

Corporate Housing (Free Smart Brain, 100cp):
Given to you after getting your first promotion, perhaps an incentive to keep working hard, or maybe they wanted somewhere they could monitor you reliably, it's not something you worry about these days. It is very nice, basically a high-end apartment that Smart Brain pays out of their endless pockets and needs little upkeep from your part. It's a nice place to relax and have some 'me' time before you are back to the usual cutthroat and stressful environment.

SB-RTV Gyro Attacker (Free Smart Brain, 100cp):
A service bike with little bells and whistles for the Riotroopers. Used by collecting data of the other rider machines, the result being something reliable, sturdy but at the same time made for mass production. Won't launch missiles, hover on water or turn into a robot but sometimes you just want a bike and nothing more.

Riotrooper (Discount Smart Brain, 200cp):
There is strength in numbers, which is the main idea behind the Riotroopers. This set of six buckles were developed in secret by the Smart Brain president, aiming for something that could be mass produced rather than single and faulty pieces of equipment like the rider gears. Their overall stats are lower, but those who use them can overwhelm other riders with numbers and well-coordinated attacks, furthermore these buckles do not use Photon Blood, something that powers up most of the gear here, so everyone can use it without ill effects.

Sounder (Discount Smart Brain, 200cp):
One of the more bizarre devices ever developed by Smart Brain. Disguised as a normal boombox, this device can make everyone, regardless of whether they are human or Orphnoch, that listens to its music start dancing and singing against their will. If making people sing and dance isn't your style and you prefer a more normal weapon, this device also works. It can also become capable of shooting highly destructive sound waves, capable of destroying weak Orphnoch in one hit.

SB-315B "Psyga" (Discount Smart Brain, 400cp):
Where did you get this? This shouldn't even exist. The first of the emperor belts; the belt of the sky, Psyga, was developed in a world where Smart Brain succeeded at turning Orphnochs into the dominant species. It's one of the two perfect gears, only being able to be used by the very best Orphnochs. Its main components are similar looking to Faiz and Kaixa, a belt and a cellphone that is needed in order to transform, that said, once the user transforms the differences in specs is made clear. Psyga is undoubtedly superior.

For its equipment Psyga has the advantage that it can materialize it when transforming rather than having to carry it around. Which is good since its distinctive item is the Flying Attacker, a bulky and cutting-edge jetpack. With it Psyga can fly around indefinitely and grants it impressive maneuverability so the user can flank opponents or even grab them and slam them to the ground with impressive force. It's also capable of shooting Photon Blood bullets for a ranged attack. Unfortunately, its melee weapon, a pair of tonfas, work as the Flying Attacker's controllers, so in order to use them one must detach the tonfas from the jetpack, rendering it useless until they are put back in again.

RHCP (Discount Smart Brain, 400cp):
In its long investigation on how to reverse cellular degeneration on Orphnochs, Smart Brain ended up stumbling into a way to accelerate the process. Every cloud has a silver lining at least, as this lets them have a reliable way to witness cellular degeneration and how it wrecks those afflicted by it, they just needed to inject it on an often-unwilling subject first. You get a box full of these, those afflicted by it will suffer from debilitating headaches and body weakness of increasing severity depending on how much they are administered, eventually leading to death.

President (Discount Smart Brain, 600cp):
The previous president of Smart Brain, Hanagata, was once one of the many Orphnochs who dreamed of destroying and replacing humanity, but his discovery that their new form was a death sentence in disguise, his failure at finding the savior of their species, and him witnessing many former humans lose any inhibitions they had upon becoming Orphnochs made him realize that not only was coexistence between Humans and Orphnochs impossible but that Orphnochs should be destroyed.

Unfortunately for him, his condition left him with little time to act upon that, meaning that he had to find a successor quickly. Hanagata seemed to think you were fit to carry his will and destroy the Orphnoch King. He probably won't last long enough to see if he was correct or if he made a mistake in his judgment, but what matters is that some days before he disappears Hanagata named you the new president of Smart Brain. A decision even he won't be able to change even if he were to resurface.

As the new president, you have almost total control of the most powerful company in the world, with dozens of Orphnoch employees at your disposal to do your bidding and the most advanced medical facilities in the world. Watch your back though, as there's no shortage of people that will try to get rid of you to get your position.

Ryusei Children:

Recreational Vehicle (Free Ryusei Children, 100cp):
A run of the mill RV at a first glance, used to belong to one of your classmates before they turned into dust, now you are its new owner. It's nothing to write home about and you aren't going to out speed anyone that wants to pursue you, but still, it's a cozy place to sleep in while you are on the run. Doesn't seem to run out of fuel so that's also nice. You can fit around 8 people comfortably in there.

Contact Info (Free Ryusei Children, 100cp):
A cellphone containing the numbers of all of your classmates. When you find yourself in a pinch you may opt to call any of them for their help or advice on how to get out of a situation. You all went into very different career paths so there will be at least someone with passing knowledge on how to improve your situation slightly, just don't expect anything unreasonable for them. Weirdly enough you'll still find people to call even if most of your classmates have perished. In future jumps you'll get a new set of "classmates" to get help from, getting their skills from what is appropriate to the world.

SSB-913 "Kaixa" (Discount Ryusei Children, 200cp):
The Kaixa gear, also known as the cursed belt. It was the second of the rider gears to be made and just like the Faiz Gear, it sacrifices power for functionality, but where Faiz focuses on speed Kaixa focuses on strength. Its moniker of the cursed belt comes from its function of letting practically anyone into being able to transform, but it will kill them afterwards if they didn't meet the necessary requirements. Still, to those that are able to handle its power, they'll find it a reliable gear to have.

For its arsenal, it shares the same phone-design for its transformation device as Faiz. Being able to perform calls and turn into a gun when given the specific code. Its main weapon is the Kaixa Blaygun, an X shaped device that can shoot explosive pellets and can also pop up a blade at the bottom of the gun grip for close combat. For its side equipment it shares with Faiz a camera that can turn into a knuckle duster and a pair of binoculars that can be attached to the legs to access a kicking finisher attack.

SB-913V Side Basshar (Discount Ryusei Children, 200cp):
The companion vehicle for Kaixa. At first glance it's a bike with a sidecar attached to it. The vehicle is made of the same materials as the Kamen Rider's armor, so it's pretty sturdy, and the side car can be separated and used independently from the bike itself, though you'll want to keep them together most of the time.

When the bike and the sidecar are connected, they can combine to create a "Battle Mode" bipedal mech. One of its hands is designed to grab things, and either crush opponents or generate heat to cook them while they are unable to escape. The other arm is capable of firing Smart Brain missiles giving it plenty of firepower. A design flaw, unfortunately, means that it can only target things that are in front of it, making it hard to use effectively against agile enemies. It can be autonomous, but its A.I. is more rudimentary than the one in Faiz's vehicle.

Orphnoch Markers (Discount Ryusei Children, 400cp):
The very thing that brought the Ryusei children back to life, and back into a world of trouble. Part of an experiment to impart recently dead bodies with Orphnoch DNA so they would revive as Orphnoch. As said before the "resurrecting" part worked off like a charm but the process was a failure in all other respects, the majority of them remain human, with the Orphnoch DNA degrading off from their bodies for most of this majority, and for the others, just a matter of time.

You have at your disposal a briefcase full of these markers that replenishes each day. It's ability to resurrect those that are recently dead makes it good to have when you are navigating a dangerous environment, and also can allow normal people to wield the rider gears without any danger to themselves.

SB-913W "Break" (Discount Ryusei Children, 400cp):
A what if upgrade for Kaixa, never actually planned to be made but yet you managed to get ahold of it. It's a stopwatch much like the one for Faiz, patterned after Kaixa. As you'll see despite the similar appearance it doesn't work quite like its Axel counterpart. Kaixa Break puts the rider system to the test as it increases the timer of Axel from 10 seconds to the operational limit of 35 seconds, anything more and the user's body and the surrounding city block gets contaminated with deadly degraded Photon Blood.

So, you get to use the increased parameters and superspeed from Faiz Axel for 15 more seconds, what is the catch? The belt locks out and you become unable to transform for the next 5 minutes. Not that much in the grand scale of things but being virtually defenseless for 5 minutes is more than enough time for anyone opportunistic enough to take advantage of. Use it very wisely. This device is compatible with others bought with CP.

Experiment Notes (Discount Ryusei Children, 600cp):
Recovered from a destroyed science laboratory that investigated Orphnochs, reading through it quickly makes you see why Smart Brain was quick to murder everyone involved. It details the equipment and steps for a painful procedure that serves to remove the Orphnoch part of a person, returning them into the humans some of them hate so much. Using this procedure on those who are hunting you sure would be one way of getting revenge on Smart Brain for using you as a guinea pig in the first place. In the future you may apply this procedure on other kinds of beings that began as humans.

Lucky Clover:

Clover (Free Lucky Clover, 100cp):
Almost hidden away from sight, this is the bar where you and the other members of the Lucky Clover have your meetings or hang around after a job is done. Barring the eccentric personalities of some of your teammates, the atmosphere is nice, and the drinks are good. So, let's have you keep the place for your future journeys. You can find it in your warehouse or be found in a vacant place on your next jump. It'll come in already staffed and you'll be treated as the de facto owner of the place.

Nice Ride (Free Lucky Clover, 100cp):
A bonus the company gave you after you silenced some rogue elements. It's a sportscar of your choice. No other bells and whistles other than it never seems to run out of fuel but hey, it's a way to get around, and all the stares you get from jealous salarymen sure make it more than worth it.

SB-333B "Delta" (Discount Lucky Clover, 200cp):
The first of the three rider gears. It can be considered the most powerful of the three belts since it's faster and stronger than both Kaixa and Faiz, it grants to some users some Orphnoch-like powers like shooting energy from their hands and can be used by anybody regardless of the amount of Orphnoch DNA in their body without any repercussions afterwards.

Of course, it isn't without drawbacks: Firstly, being a prototype of the belts to come Delta lacks any weapons aside from the Delta Blaster which severely limits its functionality. Secondly, those who use the Delta gear will become addicted to it thanks to its feature of subtly increasing the wearer's aggression, to the point of wanting to murder their allies if they feel like they are in the way of them using Delta's power. Only those with a strong will or with a strong aversion to fighting will be able to use it without becoming addicted to it.

The main device of the Delta gear is very similar to a walkie talkie and unlike the phone-based ones of the Faiz and Kaixa gears, the commands need to be inputted by voice due to the device's lack of buttons. This can be combined with the Delta Mover, a digital camcorder, to form the Delta Blaster, the only weapon Delta has to destroy Orphnochs.

SB-VX0 Jet Sliger (Discount Lucky Clover, 200cp):
A strange looking "bike" made for the wearer of the Delta gear. Its five jet engines on the back let it reach velocities of 1300 km/h which makes it the fastest and most maneuverable of the three companion vehicles. It can be remote controlled and can be called using any of the rider's transformation devices; it lacks any sort of artificial intelligence, unlike the other two other vehicles. However, it still has an impressive quantity of weapons at its disposal, having a photon cannon at the center and being able to fire up Smart Brain missiles, much like the Side Basshar. More or less making up for its lack of autonomy with firepower.

Riotrooper V2 (Discount Lucky Clover, 400cp):
A short-lived improvement that only existed in the worst possible future. Rather than rely on numbers like its predecessor, the V2 version can put up a fight with the other riders by itself. Putting it quite simply, it's a very souped-up version of a Riotrooper, even surpassing those of the Psyga suit. That being said, it has little beyond raw power. Its only weapon is a reverse gripped blade, reminiscent of the Faiz edge. In the future it appears it was able to beat Kaixa and Delta, at the cost of severe damage to the suit, from then on Smart Brain would opt to retain the normal Riotroopers over it. Maybe you can give this suit more value than what Smart Brain could envision with it?

Blue Rose Bouquet (Discount Lucky Clover, 400cp):
Now, now, please be careful with what you have here, in a certain future it brings humanity to its knees. Its origin is a mystery but this particular type of rose seems to be able to sire people as Orphnochs, a single touch of one of its petals will either turn them into ash or rebirth as an Orphnoch. The success rate is much, much greater than normal siring methods, as Smart Brain was able to exponentially increase the population of Orphnochs using them. What's more, those turned using this will be violent against humans, a recently turned mother will be more than willing to murder their still human child. The exact kind of Orphnoch that Smart Brain values. These roses are easy to replant and grow almost everywhere, plus if you were to lose all your roses you will be sent a new bouquet the following day.

SB-000B "Orga" (Discount Lucky Clover, 600cp):
The second and most powerful of the emperor belts, the belt of the earth. Regal and imposing in appearance, Orga is the culmination of everything Smart Brain worked towards with the original rider gears. Made of the strongest materials, through rigorous practices and with the help of Smart Brain's state of the art technology, it quite simply outclasses all other riders. The user can close out the distance before their opponent can realize, send them flying with a punch and continue pummeling them until they are no more. Even Faiz Blaster is behind as far as specs are concerned, and through less risky methods as well.

Despite the mention of pummeling someone to death above, Orga is designed to be more of a sword user. Its designated weapon being the Orga Stlanzer, a powerful longsword that as part of its finisher move can form an extended version of it made of energy, capable of extending its range infinitely in theory, though most times it won't be necessary.

Companions

Penpals (Free):
You start this jump being friends with an established character, the catch being that you and they don't initially know each other's identities. You refer to the other by an alias and your primary form of communication is through text messaging. They seem to think of you as a close confidant and more often than not will come to you for advice on things they may not be able to talk those close to them about. It'll take some nudging to get them to eventually decide to meet in person, just, don't be too bummed out if they leave you hanging. In future jumps you may opt to get a new penpal.

Old Friends (100cp):
It's good to have people you know you can trust, especially in this world. With a single purchase of 100cp you may import up to 8 companions and give them a budget of 600cp to get anything they may want.

New Pals (Free):
On the other hand, if you don't want to leave the new friends you made here behind, you just need to convince them to join you in your travels to get them as companions.

Drawbacks

Hero Taisen (+0cp):
You've been here before? Maybe some of your old friends will be willing to help you out if you manage to bump into them. By taking this option the events of any Kamen Rider jumps that take place before this one become canon, alongside any changes in the timeline that come along with it.

A.R. (+0cp):
A world similar yet different to this one, you'll go here if you pick this option. The crux of the conflict lies not in the city of Tokyo but rather in Smart Brain Highschool. Where Orphnochs attack students when night falls in, and only the mysterious Faiz is capable of protecting them. The lucky clover in this iteration is a group formed by the top scoring students.

NEXT (+0cp):
Your stay will be extended by another 10 years. If things don't derail, that will be just enough time to see Smart Brain be reborn as a government organization intent on eliminating Orphnoch life..and some friends and enemies that should be dead, appear as if they never left this world.

Nekojita (+100cp):
You are kinda like a cat, has anyone told you that? You can't eat anything hot without burning your tongue, which your friends make fun of, but more importantly it's very hard for you to express how you feel. You'd rather be aloof and say some curt comments rather than share your worries, or you may make some hurtful comments and find it hard to find the words to apologize. Expect not having many friends.

Cursed (+100cp):
You had a dream once; it was the thing that made you get up every morning and look at the world with glee. That dream is no longer within your reach. As a result, you now spend your days unfulfilled, with little motivation to get up or goal to strive for. Your old dream is a sore point for you, one that can get you riled up if brought up.

Shut up! (+100cp):
No one seems to respect you, man. It's not like people dislike you outright but you'll find yourself often left out of important details or conversations because they forgot to tell you or don't seem to think it's important for you to know.

Love (+100cp):
Love is an adventure, a particularly hard one as you'll discover. You will never have a simple romance in these 10 years, they'll be fraught with drama, misunderstandings, love triangles, two-person love triangles, tragic conclusions, and well, not going to spoil the rest of it

Normal Life (+100cp):
Kamen Riders? Orphnoch? You're more worried about arriving at work late. Maybe it's a stress coping mechanism but you seem to be more worried about keeping a semblance of a normal life over having to deal with this ongoing conflict. To anyone with skin in the game you'll be supremely annoying, even to your allies.

Nice to see you guys (+100cp)
Seems like you forgot to learn the language before you arrived. You are only able to communicate in English, though you do seem to be able to understand what everyone else is saying.

Rotten Heart (+100cp):
Whatever humanity you had has been stomped on and abandoned. You only care about yourself and are a selfish asshole to put it in simple words. All too willing to kill and hurt for the slightest inconveniences and relishing in it. Needless to say, that there will be no shortage of people who will want to get rid of you.

Good Guy (+100cp):
You are a tad too empathic, and this world will eat you alive for it. Every tragedy and hard event you witness will weigh heavily in your heart, as if it happened to you. If you ever get into a conflict, you'll find that you hesitate to attack back, the idea of inflicting pain to others, who may have their own reasons for doing what they do, makes you queasy.

Suspect (+100/300cp):
You were at the wrong place at the wrong time or got sloppy, because the police seem to be keeping an eye on you. Maybe they consider you a possible witness to one of the many murder cases popping around, or you are one of the possible, but unlikely suspects. In any case, don't get into anything stupid in public for the time being.

For an extra +200cp the police outright believe you are a dangerous perp and will expend their resources to actively look for you and bring you to death or alive. Forget going out in public without a well-made disguise or frequenting any place for too long.

Amnesia (+200cp):
It takes you a single moment as you arrive in this world to realize that you don't know where you are, or who you are, or what you are capable of. You lack all your memories from before this world, and your history in this one. Hopefully you are cunning enough to discern which people may try to genuinely tell you who you used to be, and who is taking advantage of you. Your memories return at the end of your stay.

Blackmail (+200cp):
You have an embarrassing secret, committed a terrible deed you thought no one would ever discover, or you care about someone dearly and would put your life over theirs. Someone has caught wind of your little secret and threatened to expose you or go after them if it's a person, either way if you don't want your life and mental state to unravel, you are beholden to someone you dislike, and must help them by doing tasks you will find unpleasant.

River Sacrifice (+200cp):
You are under a strange sort of curse. Anytime you are near a large body of water, destiny will make it, so you end up being thrown into it. Maybe an incoming explosion pushes you into the water as collateral damage, maybe one of your enemies thinks that your death should be by drowning. Expect to wash ashore in odd places and don't go outside with water sensitive stuff.

They're The Enemy (+200cp):
To call you prejudiced might be putting it mildly. If you are human, you think that Orphnochs are all terrible monsters that deserve to be put to death, even if they are going against Smart Brain. They are all less than human. If you're an Orphnoch you think most humans are beneath you, much like how humans look at insects, you have no respect for them.

Belt Made of Shoestring (+200cp):
For what is high tech equipment they sure come off loose fast. Whenever you get hit things like important items, weapons or transformation devices seem to fall, or one might even say eject, in the opposite direction of you. Giving your enemies plenty of opportunities to get a hold of these things.

She Could Have Become My Mother (+300cp):
There is someone in this world who considers you the most important person in the world, their true source of joy, and everyone who wants to be near you can go to hell. They'll act normally around you and others in public but will be very meticulous in getting anyone out of their way through indirect actions such as ruining their reputation or direct ones like trying to get them killed. They'll be patient with you if you ever rebuff them, you just don't get it after all, but push their buttons long enough and they'll take more brutal measures towards you, so you don't get away from them.

Directed by Toshiki Inoue (+300cp):
Erm, might be the style of the world but you keep forgetting you have all these cool items and powers often, even if they could solve the situation way easier than just using the bare minimum. In the worst-case scenario, you might use an upgrade once or twice before just completely forgetting about it.

Friend or Foe? (+300):
There is someone who is clearly on your side, they want the same things as you do and overall, you see eye to eye on most issues. Yet, if you start to pay attention, you'll notice that they don't like you, in fact they seem to be insidiously trying to get you out of the way. They will talk badly about you behind your back, put your abilities into doubt, use any kind of moment of weakness to question why you are here. The worst part is that it'll be very hard to get other people to see how double-faced this person is. Watch your back.

JUMPER! (+300cp):
As if fate had arranged it, you will meet a person who will become your best friend early on into your stay. They are someone who you can confide in and vice versa. Unknowingly both of you are working to undermine each other's goals. Your friend could seek out to make Orphochs befriend humans, while you only want to exterminate them, or he might seek to eliminate a traitor, one you wish to protect. In a world with masked heroes and humans that transform into monsters, it'll be hard to discern each other's identities, but you will grow to loathe their alter-ego. It's a possibility that either of you ends up killing the other in one of your many, many bouts.

Degradation (+300/600cp):
You are wasting away while living. Maybe the death sentence of the Orphnochs is slowly but surely taking its toll on you, or maybe it's a natural sickness you carry. In any case you are plagued by sudden and debilitating headaches, so painful you may even pass out at times. At other times you may pass through periods where you become deathly ill, with high fever and a weakness that leaves you hard pressed to even move your body. Fighting will be risky as you never know when you will suffer from either of these episodes.

For +300cp more, you *will* die before your ten years are up if you don't do anything about it. It's up to you to find out what that solution may look like, whether it's finding the Orphnoch King and submitting to them, finding a treatment for your condition through cooperation with other humans, or whatever may come to mind.

King Jumper (+600cp):
Something seems to have gone wrong as you arrived in this world. You don't seem to have your own body, rather you find yourself inside a young, orphaned boy, existing as a separate consciousness. Most of the time you can do little but watch as the boy goes on with his life, only being able to manifest as its shadow when he is asleep or aware he is in great danger. Needless to say, that if he were to die you would perish alongside him. Any other drawbacks you took now apply to the boy instead.

Paradise Lost (+600cp):
In this future Orphnochs have won the battle of supremacy against the human race a few years ago. Now humans hide away in camps having their numbers reduced to the point only 2433 humans remain. They now fight for their mere survival rather than to try and take back their world. Still, it doesn't make it any easier. They have limited resources and even more limited ways to fight back against a society that is entirely happy with eliminating them, and where even an average office worker could make short work of them.

Of the existing Kamen Riders, Delta was lost early on, Kaixa still fights on though it's only a matter of time before he slips up and meets the same fate, and Faiz? Missing, only living through as a legend of both hope for humans and despair for those who remember his feats. Smart Brain hasn't been resting on its laurels either, it has an army of mass-produced riders at its disposal and two new powerful Riders ready to deal the finishing blow to humanity.

If you are a human, you already know you are marked for death, if you are an Orphnoch you don't have it easy either as you have been marked as a traitor by Smart Brain. Up to you if the charges are true but, in the end, it'll be hard to try to defend yourself. Both choices have the option of starting at a human resistance camp, rather than in Tokyo where you might get found and hunted immediately. The ones at the camp will appreciate the extra hands, even if you are an Orphnoch, though there is bound to be some deep-seated hatred. You might also try to strike it on your own. Whatever you do, good luck.

Destination, (+300cp):
Quite the rotten luck you have. You carry an ever-increasing burden on your back; of people you couldn't save, of the curses those you killed spouted towards you, of people who have left this world before you. Simply put, everywhere you go death follows, and you have started wondering if it's worth it to keep moving forward. Which would be easier if you didn't have the ghosts of the dead taunting you and mocking your every step. Others need to help raise your spirits in order for you to take action.

Time. (+300cp) [Can only be taken alongside "Destination,"]:
A dark presence has taken notice of your despair. The eternal enemy of Kamen Rider, Shocker has devised a way to bring back their great leader using you. At the tail end of your stay, you will end up in a situation where you and some of your allies are faced against powerful enemies allied with Shocker, some of whom you may have killed once before.

If your companions perish in battle, you will find yourself back at the start. Everyone will be alive, but Shocker's forces will be strengthened and more numerous. Shocker plans on using each new loop to build a mighty army and resurrect their leader to conquer the world once and for all. The loops' source is your grief over losing a person. A fact that once discovered leaves you with two options; Find a way to clear this hurdle without losing anybody; or accept the sacrifices of those that perish and defeat Shocker before their army is finished. Both of these will have you confront the phantoms that haunt you, and at the end you might even be free from them.

Needless to say, of course, that killing yourself is one way to stop Shocker's plans, but I hope it won't come to that.

You might opt to not gain the extra CP from "Time." to instead get:

GP Shocker Rider Blueprint:
Shocker's new ace in the hole and an improvement of their previous new generation Kamen Rider that ended up as their undoing. This one is entirely robotical and follows orders from their creator without fail. It doesn't have any fancy functions, but it has pure power, being able to handle and defeat multiple Kamen Riders on its own. You now have the instructions on how to build this kind of Kamen Rider, loyal to you. In addition, you also get blueprints on its rider machine, the Sky Cyclone, that while looking like an old-timey plane it's a powerful weapon that can operate autonomously.

You might opt to not gain the extra CP from "Destination" and "Time." to instead get:

History Modification Machine Remnants:
Like its name says this was a machine capable of rewriting history, one of Shocker's many attempts to conquer the world that was eventually foiled thanks to the Kamen Riders. This is the remaining wreck, unable to paint the world in the colors of Shocker but still having some functionality. It can reset the world to a predetermined point if the specified conditions are met, such as a specific person feeling grief for the death of another.

Once the world is reset everything but the area around the machine will go back to how it used to be when the machine was initially activated. This exemption area let Shocker work on creating their army and improving it with each iteration of the loop. Most people outside this area have their memories reset and might only gain awareness of their situation after experiencing multiple loops, though they might experience a feeling of Deja Vu.

Final Mail:
Your mandatory stay is over, all drawbacks have been lifted and you have one final decision to make.

The Final Faiz: Want to go back home and end your journey? No problem. You find yourself back at home, with everything you gained during your various travels.
My Dream: You have decided to make this place your permanent home. Hope you will be happy with whatever friends you found. Have another 1000cp to spend on whatever you want as a housewarming gift.
The Beginning of the Journey: You have decided to continue moving forward. Good luck in your next jump.

Notes

- In case of doubt, fanwank to whatever makes more sense or what you find more interesting.
- There is no set solution to the 600cp version of Degradation, though as mentioned finding Orphnoch King might be a good way to go about it.
- The kind of powers you get from “The Power of Delta” are deliberately vague since we only got one example in the show, shooting down electricity/energy beams, and that kind of had nothing to do with Delta. So, feel free to come up with equally appropriate or inappropriate powers for other items.

Changelog:
0.1

- Added bit about allowing imports.
- Minor wording/grammar fixes

0.2

- Reworded companion import option for added clarity.