

Heisei Super Sentai Part 2

~Super Hero Getter~

*Youthful school days with **Megaranger**. The earth's warriors, **Gingaman**. **GoGo Five** to the rescue. Hailing from the future, **Timeranger**.*

Kenta Data, a young high school student, is the champion of an arcade game called "Megaranger". Due to his immense skill the INET company recruits him into a top-secret project tied to the megaranger game. On the same day he is brought in, the Digital Research Club of Moroboshi High School (the school Kenta attends), arrive at the facility investigating the mysterious research being done by the scientists there. When they all arrive however the INET facility is attacked in a pre-emptive strike by he evil Nezirejia, an interdimensional force lead by Dr. Hinelar under Electro-King Javious I with plans of conquering this reality. Dr.Kubota, the chief of INET, then reveals to the young student that megaranger is not in fact a video game but an actual combat sim designed to uncover those with the potential to become a fighting force against the Nezirejia. He then gifts the youths with Degitaizers which allow them to become Electromagnetic Squadron Megaranger.

3,000 years ago the Balban Space Pirates invaded the earth. The warriors of the Ginga Forest and their allies, the Starbeats, fought them using the mystical power of the earth and were able to imprison them. The Ginga people concealed their forest home and passed the duty of the Ginga Warriors down through the generations. The 133rd generation of Ginga Warriors have been chosen: Hyuuga, Hayate, Gouki, Hikaru and Saya. As Elder Orghi performs the succession ceremony, and earthquake breaks the seal on the Balban. Orghi commands the new generation of warriors to protect the GingaBraces hidden in the Roaring Mountain, while Balban attacks to prevent the forming of the new Ginga Warriors. During the battle Hyuuga is swallowed by a fissure created by Captain Zahab of Balban. Ryouma, his younger brother, becomes enraged and his earth power activates and awakens the GingaBraces. Together he and the other four successors become Starbeast Squadron Gingaman.

It is the year 1999 and the Psyma family, four demonic siblings, have set up operations on the north pole and seek to wipe out humanity in preparation for the coming Grand Cross celestial alignment which would allow their mother, the witch Grandiene, to manifest in this reality. Professor Tatsumi of the Tatsumi Disaster Prevention Institute, has foreseen this

occurrence and has spent the last decade preparing despite no one believing him. Now, with the demonic threat looming, Professor Tatsumi has returned to give his five children the means to become Rescue Squadron GoGo Five.

In the 30th century time travel has become illegal due to the paradox crisis. The Time Protection Department was founded to combat this threat. Four new recruits to the TPD are tricked by Don Dolnero and his gang into letting them time travel back to the 20th century to commit crimes. To protect history the four cadets follow them into the past, but are unable to access the powers from the TPD's Timeranger project due to it requiring five rangers. Recruiting present day martial artist Tatsuya Asami to assume the role of TimeRed in order to allow them to become the Future Squadron Timeranger.

You arrive in 1997 and will be here for ten years. Your gender is free to change at the start of the jump, and you can choose your age within a reasonable range. Here is +1000cp to help you on your way.

Backgrounds

Drop-In

You have appeared out of nowhere, with no new memories or connections. You have, however, arrived outside the INET facility the same day as the Nezirejia attack.

Ginga Tribesman

A native of the hidden Ginga Forest. You were raised away from the modern world in the ways of your tribal ancestors. In a year's time the ceremony to declare the new Ginga Warriors will occur, as will the earthquake which will release the Balban Space Pirates.

Rescue Agent

You work as a civil servant alongside some of the Tatsumi siblings. You could be a firefighter of the Capital Fire Department, an officer of the Capital Police Force, or a paramedic at the National Coast Hospital. You have spent your life in service of the city, protecting its inhabitants.

Time Protection Recruit

You are a fresh faced recruit for the Time Protection Department in the 30th century. Through some time shenanigans you were involved in the escape of Don Dolnero to the modern day, but have been thrown through time to 1997 instead of 2000 giving you a few years to get ready.

Villain (200cp)

You are an enemy of the sentai, perhaps belonging to one of the pre-existing forces of evil or an independant actor. If you wish to be a member of Don Dolnero's gang, it would seem you have been thrown further back than the rest due to time shenanigans. If you want to be a member of Balban, it would seem you were not caught in the seal those ages past. You can

choose to have either a human or monstrous appearance. You begin with enhanced physical power, greater than a human or footsoldier.

Perks

Perks are discounted 50% to respective backgrounds with 100cp perks being free.

Drop-In

Arcade Champion (100cp)

Those quarter munchers have nothing on you. You are an expert at most classic arcade games, and can work a stick like a champ. You have every pac-man pattern memorized, and are able to handle arcade peripherals like the guns from House of the Dead better than a trained professional with a real gun.

Digital Research Club (100cp)

You are a nerd, plain and simple. You have the knowledge and work ethic needed to get straight A's in the japanese school system. You also have a firm grasp on late 90's computer technology and the early internet.

A Keen Overachiever (200cp)

It seems grades aren't enough, so you signed up for some after school activities. You are an expert in a single skill you could acquire from such a club, such as soccer or kendo. Whatever it is you could easily be president of the club due to your skill.

A Useless Thing (200cp)

Becoming a superhero? That would interfere with your dreams of studying in america and becoming a graphic designer. Well, whatever your reasons people are slow to begrudge you for refusing to be a part of a situation. As long as you make your disinterest known people will tend to leave you be unless it's do or die time.

2.5 Minutes (400cp)

Sometimes your equipment isn't up to snuff, like a transformation device that can only run for 2.5 minutes. You have a knack for working around these restrictions or otherwise finding solutions to the problem. If you were a little handy and had the aforementioned issue of the transformation time limit, you could rework the device to lift the restriction. This makes the solutions more obvious to you, but does not guarantee you will be able to implement the solutions.

Never Go Full Psycho (400cp)

You are incredibly skilled at impersonating as or posing as a villain convincingly enough to trick actual villains. You don't even need to do anything particularly evil, just look the part and say the right things and you will be given the benefit of the doubt. When you finally reveal yourself, you erstwhile "allies" will be incredibly confused for a while creating the perfect opportunity.

Megaranger Champion (600cp)

You are one of the best at playing the Megaranger arcade game. As such INET has provided you with a Degitaizer, a wrist mounted device with a number pad. When the code 335 is entered you will transform into a Megaranger. This transformation grants you a mega suit, originally designed for space exploration it has been modified for combat. It grants enhanced strength, durability, jumping power of around 25 meters, speed of around 100m/4s, and protection from shock, hazardous rays, and gases. It has comparable capabilities to Megasilver including combat data analysis, the ability to see invisible foes, highlighting of weak points, radio wave analysis and transmission, image analysis, digital illusion generation, and the ability to connect to satellites in order to intercept transmissions. It also comes with a personal weapon like megasilver's, having both a ranged and melee component.

The Last Starfighter (600cp)

You have an innate understanding of how people learn to fight, and as such can design programs to train others in combat while easily disguising them as videogames or similar. These programs are exceptional at providing combat training as good as actual combat experience.

Ginga Tribesman

Tribal Living (100cp)

You were raised amongst the Ginga Tribe, hidden away in the ginga forest. As such you are a skilled in a variety of traditional skills. You are a skilled hunter/gatherer, a knowledgeable survivalist, know how to construct simple housing and tools, ride a horse, and of course Ginga tribal traditions such as dances.

A Children's Story (100cp)

You are a skilled writer with a particular talent towards writing children's books. You know how best to adapt a story in order to make it appealing and engaging for children. This comes with a knowledge of all manner fairy tales.

For Your Hand (200cp)

Sometimes you have a little competition for the target of your affection. It can get all kinds of complicated if you let it go on too long, and killing them is generally frowned upon. Now you can challenge your romantic rivals to duels for the hand of the one you both want. Under the majority of circumstances they will accept your challenge, and the person you are fighting over will not mind in the least. Provided it is a fair duel, all parties involved will honour the outcome.

Fell Into a Hole (200cp)

Sometimes it's not just your enemies, but the environment that wants your head as well. Or and enemy using the environment. Either way, any "accidents" you may befall are much less lethal than they otherwise would be. This applies to things such as falling into holes, trees falling on your head, or being swept away by rapids. Even when these environmental threats are the

direct result of enemy action, luck causes these to be much less dangerous and damaging than they otherwise would be.

A Brother's Idol (400cp)

You live up to the heroic ideal, the perfect idol for your younger sibling (whether you have one or not). You have the will needed to be unflinching in the face of your foes, and take the higher road even when it is more difficult. You are quick to notice civilians in the crossfire, and the opening to rescue a human shield.

Lend me Your Power (400cp)

People just seem to think you are worthy, and when passing on their powers they tend to think of you first. Whether they are dying and need to choose a successor, or have developed some new form of weapon or power and need to have it tested if they know you, you will likely be their first choice. Even when not giving away their power, your allies are much more likely to lend you theirs if you ask.

Element of Earth (600cp)

You bear the power of earth, aligned to any naturally occurring element such as fire, wind, thunder, water or nature. Your attunement is such that you have been granted a GingaBrace, a device worn on the wrist with a dial. When the dial is turned to your colour you can summon your Ginga Cloth and transform into a Gingaman. The Ginga Cloth grants enhanced speed, strength and durability as well as the ability to generate your element for a variety of attacks. It comes equipped with Starbeast Sword, which can be carried compactly as a dagger and can channel your element, a pair of kiba blades, fang shaped weapons that can be combined into a saber, twin daggers, a fist weapon, a bow and arrow or a bowgun, and a Beast Attack Rod, a staff weapon that can be turned into a bazooka that fires an energy blast.

For an additional 200cp you have acquired the "Lights of Ginga", and upgrade to your transformation that includes golden cuffs on your boots and gloves, a gold armband with a green gem, a golden belt, and a clawed bracer. It enhances the boosts to your physical attributes, the strength of your elemental attacks, and upgrades your Starbeast Sword.

Native of Taurus (600cp)

You have inherited a power akin to that of BullBlack. You have received a powerful sword, which can be combined with its sheathe to become a rifle/shotgun. By holding the sword in the air and calling out "Knight Reincarnation!" you will be transformed into a heavily armoured knight based on an animal, and it need not be a bull. In this form you have great physical might, in excess of any sentai. You can also assume a 25 meter tall heavy knight form to aid in combat against giant monsters.

Rescue Agent

Rescue Training (100cp)

If you are going to rescue people, you are going to need to know how. You have received full training as either a firefighter, police officer or paramedic. This is more than enough knowledge and skill to be a respectable member of your profession. This can be purchased more than once with no discounts, until you have all three,

Field Agent (100cp)

Of course, these fields require a measure of physical fitness. You have trained to be a highly impressive specimen with a measure of endurance, strength, and speed. Naturally this improves your appearance a bit as well.

Father Figure (200cp)

The Tatsumi siblings were without their father for a decade, and without their mother for seven years. Naturally Matoi (GoGo Red), as the oldest sibling, took up the position of "father" amongst his fellow siblings. You too now have experience keeping your close allies under a measure of control. You are much better at getting your children, siblings, or close friends to work together and getting them to listen to you.

Deadly Temper (200cp)

Like GoGo Blue and Pink you have a powerful temper, and you know how to use it. Anger no longer impairs your thinking or combat abilities, instead when you feel strong anger your combat abilities improve proportionate to the amount of anger you are feeling.

Disaster Prediction (400cp)

Like Professor Tatsumi himself you have an eye for future disasters. You know how to collect and analyze data on all manner of things to accurately predict disasters even far into the future. Predict the apocalypse by examining ancient texts and the stars, a with simple seismograph you could predict the next earthquake, read meteorological data and see storms well ahead of time.

Bandai School (400cp)

Like Daimon (GoGo Yellow) you have studied martial arts under Tetsu Bandai. Having mastered his style you could match most kaijin with your skill alone, not needing to transform. You also have mastery of the Tornado Drop, a spinning drop-attack that works as a powerful finishing move. Naturally, should you have the ability to transform, you can adapt this martial art's techniques to utilise your superhuman capabilities.

Disaster Prevention Jumper (600cp)

You have been recruited by Mondo Tatsumi to be a part of his GoGo project. As such you have acquired a GoGo Brace, a wrist mounted device that can be used to summon up your Hazard suit and transform you into a GoGo Five. The Hazard suit provides great defence and enhanced strength, and is environmentally sealed with built-in air filtration protecting the wearer

from hazardous and toxic environments. It also comes equipped with x-ray vision and scanning capabilities for analysing enemies. It comes equipped with Laser Grip, a gadget which resembles a pistol grip, which can be attached to a variety of other weapons the suit comes equipped with. First is the Five Laser, which can become a sword or a pistol depending on Laser Grip placement, The V-Lancer, a polearm with a boomerang attachment which can be turned into a machine gun by attaching the Laser Grip, and the Go-Blaster, a gun-like weapon which can fire energy blasts or laser ropes or can be reconfigured to shoot fire extinguishing bullets or unfolded into a rifle to use its hyper mode.

Demon Hunter (600cp)

As either a descendant of the clan which battled the demon clans in ages past, or someone who inherited their powers, you are a trained and skilled demon hunter. This comes with a large crystal which allows you to summon your demon hunter armour and weapons. Your armour offers great defence and enhances your strength and speed, your weapons take the form of a powerful sword, an energy pistol, and a large cannon-like weapon.

Time Protection Recruit

Tomorrow Research (100cp)

A man out of time, you need a method to make your way in the current era. You are a jack of all trades, used to working all manner of odd jobs. Painting, handyman work, courier work and similar are all a part of your vast repertoire of general skills.

Terminal Humour (100cp)

Like Ayase, TimeBlue, you have a deadpan sense of humour. You can make snarky quips with the best of them, all without even cracking a smile. It is sure to grate on the nerves of those with thin skin, and setting others off is as simple as a few snide remarks.

Humdrum (200cp)

You have a strange bit of alien physiology. As a result you only need to sleep once per year. When you do sleep, it will be very deep and last for a week. You will be vulnerable during this hibernation, but think of all you can accomplish when you don’t need to sleep.

Intercity Officer (200cp)

You were trained not only as a member of the TPD, but also as a member of the Intercity Police just like Yuri (TimePink). You are a highly skilled and trained police officer from the 30th century, and while a lot of those skills may not apply this far in the past you are an expert detectie. You can easily pick up clues and put them together to solve mysteries.

Love Across Time (400cp)

It can be difficult when you and the one you love come from eras millenia apart. Not so much for you though, for even when you are separated by great swaths of time and space your low will not waver. You can always feel the strength of your partner’s love, pushing you onward. When you need something to hold onto, love will never abandon you.

My Own Destiny (400cp)

Your destiny is your own. Whether fated to take your father's place or die in the past for being a giant asshole as long as you make the effort to avoid it, it shall not come to pass. You, but you alone, are safe from the vagaries of fate. Control your destiny and fight for a desirable future.

Work the System (600cp)

Cause and effect are your bread and butter, especially when it comes to time travel. Putting things together in the now to predict events in the near future is simple enough, but given a chance to effect the past you are able to build grand designs in order to make the future you want. Given the position and opportunity Captain Ryuya had you could completely rebuild the future to be one of your design.

Time Jumper (600cp)

It seems you received a special gift prior to being sent through time, of uncovered it buried here in the past. Either way you have acquired a custom V-Commander brace, a device worn on the wrist that allows you to transform into a Timeranger. When activated it generates a chrono suit around you, granting enhanced strength and durability. The V-Commander can be used to remotely control any mecha it is synced to, but only one at a time. The V-Commander can also be activated to summon your personal DV Defender, a powerful but compact energy pistol which can be changed into a sword mode or an energy blade mode. Also included is your Timeranger badge, which is not only a symbol of your authority but also a prison for defeated enemies.

Villain

Crimson Rivalry (100cp)

Many notable secondary villains serve as a direct foil or rival for their series's red ranger. You too have a habit of becoming the particular rival of a member of an antagonistic force. When in a fight your particular rival will target you, even before a greater threat and will often be uncooperative with allies feeling that they must fight you themselves. Naturally if you play your cards right this can work greatly in your favour.

Evil Princess (100cp)

Not going to lie, there are a lot of attractive villains this time around. It seems you too rank among these, your appearance being enhanced greatly. This also helps that when you are wearing skimpy clothing, what armour you are wearing tends to be hit more often than your exposed flesh.

Seaman (100cp)

You are a skilled seaman, able to aid in the sailing of both ships at sea and ships in space. You have the base technological know-how to be a useful part of any crew.

Material Girl (200cp)

People are much more understanding of your greedy nature, and much more willing to shell out the high costs for your services whatever those may be. You are also quite good at finding work, even easy gigs, that pay well.

Barrelled Scholar (200cp)

Like a certain mentor figure you have a firm handle on magical objects and power sources and how best to use them for your ends. Discovering new uses for artefacts or other such objects of power in your possession comes much easier.

Dark Merchant (200cp)

Salvage is your game, and you are good at it. Whether that's finding useful materials from dead planets or cleaning up a warzone, you are an expert at recovering useful supplies from damaged locales. You are also an expert salesman, able to pitch your salvaged goods to criminals or other unsavory sorts and get them to buy. You are also quite good at finding those who may want to make such purchases.

The Godfather (400cp)

Like Don Dolnero you are a mafioso of great renown. You know how to set up fronts, run a criminal syndicate, smuggle contraband, and most importantly inspire loyalty in your men. Unlike most other villains, you and the Don know how to treat your followers like family within reason. As such those under your lead are much more likely to come and bust you out of jail when you get arrested or attempt to revive you after your untimely demise.

The Mistress of Swordsmanship (400cp)

Taking a cue from Shelinda you are a deadly swordsman. You can wield a sword such that even sentai and kaijin could be cut down without any additional power. Towards that end you also know how to use all manner of dirty tricks and vicious tactics to push any advantage over a foe, in order to never retreat and come out on top.

Draconic Blood (400cp)

Infused with the blood of a dragon, you are an exceptionally powerful Kaijin. You have a monstrous shape, mechanical or organic, and a human guise you may assume. You have great physical strength, speed and durability when in your monstrous form. You also have some form of unique power. Examples include generic energy blasts, small whirlwinds, spikes that work to call down lightning, firing bombs of poisonous smoke and other similar effects.

Mad Cyborg (600cp)

You have been cybernetically reconstructed much like Gien of Don Dolnero's gang. Unlike him these do not cause you to go more and more insane. It does come with the knowledge needed to create the Junk Droid foot soldiers by the dozens out of, well, junk. This includes the information to condense machine into a handful of nuts and bolts, which reform when thrown. Also, given enough time and supplies, you could build more powerful mechanical

constructs like the NeoCrisis robot or complex devices such as the one Gien used to drain the G-zord's power.

Spell-Master Jumper (600cp)

You have been trained in the dark sorcery of the Psyma family. You are able to infuse cards with your magical energy, making them into Psyma cards. These cards can be used to summon moderately powerful kaijin, called a Psyma Beast, from the Psyma dimension. You can also create Revive cards, which can resurrect a defeated Psyma Beast as a giant monster with greatly enhanced power. You currently have enough magical energy to enchant one Psyma card and one Revive card a week, although if you have other sources of magical energy you could create more or even create Golem cards, which work like Revive cards but the giant monsters they create are even more powerful. Of course creating such cards require vast magical energies.

Always Go Full Psycho (600cp)

You are an additional member of Evil Electricity Squadron Neziranger, and unlike your fellows you have retained your free will nor are you reliant on an external lifeforce to suel your powers. You can freely transform into a Neziranger, an evil sentai form with a wicked and sharp design. This form is more powerful than any single sentai and comes equipped with a personal weapon of your choice which is likewise more powerful than the weapon of a sentai. Also, once per jump, you can come back from the dead. Unlike the other Nezirangers you do not come back as a ghost, and as such do not need to go through the rigmarole of finding a way to gain a new body. Should you possess the Draconic blood perk, you can grant your Kaijin form an additional elemental power.

Items

Items are discounted 50% to respective backgrounds with 100cp items being free.

Drop-in

School Uniforms (100cp)

A selection of japanese school uniforms of every style and colour imaginable. They are all fitted to you perfectly and are easy to move in.

Galaxy Glider (200cp)

A surfboard like device capable of jet propelled flight. It is even capable of flying you out of the atmosphere and into space. If you have a degitaizer you can enter the code 259 to summon it to your side.

Megatector (400cp)

Golden armour consisting of a chestplate, shoulderguards, knuckle guards, and wristbands. These can be worn over any for provided by a transformation device, improving its attributes. When worn you can perform a special attack called Rainbow Impulse, transforming you into a ball of light that can damage enemies by phasing through them.

Megaship (600cp)

A large, blue, disc-shaped spaceship with a larger interior that can be used as a tactical operations base. It comes equipped with double barreled mega particle cannon turrets on its hull. It can remain in orbit indefinitely with no need for refuelling. It can travel at decent speeds but lacks true FTL capabilities. Included alongside of it is a Mega Shuttle and Shuttle Booster, which together can reach escape velocity and makes a decent method of transporting personnel between the earth and orbital or lunar bases. The Mega Shuttle can dock with the Megaship, and the Shuttle Booster can attach to the underside of the Megaship to function as a high powered cannon. The Megaship can transform into a massive humanoid mecha with the Mega Shuttle forming the head and the Shuttle Booster serving as a rifle for the mecha. The mecha also comes equipped with a sword and shield. If you have a degitaizer it can be summoned by entering the code 541.

Ginga Tribesman

Tribal Trappings (100cp)

A suit of tribal clothing, with a decorative collar, braces and boots. They are very durable and easy to move in. You also have some kind of traditional weapon such as a boomerang, bowgun, whip or slingshot.

Beast Racehorse (200cp)

Like the Gingamen you have a powerful racehorse with great speed and endurance. It comes with armour and a saddle, and it is very friendly to you and will not hesitate to ride into combat with you.

Knight Axe (400cp)

A powerful magical axe, able to cut through kaijin with ease. If someone other than those you give express permission to attempt to wield it they will experience searing pain. This axe also has the ability to grow to giant sizes to be wielded by you in a giant form or even a mecha.

Jumper Forest (600cp)

A massive stretch of primeval woodlands, specially enchanted so that only you and those you grant the location to can locate it. It is home to all manner of wildlife, a large mountain, and a medium size tribal village. Non-active companions can wander about and live in the forest as they please but cannot leave its boundaries. This forest will follow you from world to world, appearing in a location of your choice in each world, or it can become a warehouse attachment.

Rescue Agent

Rescue Equipment (100cp)

The standard uniform and equipment of your chosen profession. A fire-resistant suit with breathing mask, helmet, fire axe and what not for a Firefighter. A Uniform, badge, baton,

megaphone and revolver for police. A different uniform, medical supplies and equipment and such for a paramedic.

Life Bird (200cp)

A robotic bird that comes when you call for it, and can transform into a variety of weapons or tools. It comes with a Laser Grip, and by attaching it to the bird in various ways it can become a grappling hook, fire extinguisher, a “jaws of life” like device, a drill, or a medical hypospray. It can also enter “breaker mode”, a powerful cannon usually welded by an entire team.

V-Mode Brace (400cp)

A wrist mounted device designed to amplify the attack and defence provided by a transformation device. By pressing various inputs it can infuse the user’s fists with energy, allow the user to fire an energy blast finisher, generate an energy shield, or create an energy cage to trap enemies.

Max Liner (600cp)

A bullet train themed vehicle, able to drive with or without tracks, and comes armed with two laser cannons below its “nose”. Once it gets up to speed it can transform into a space shuttle mode and fly, easily breaking through the earth’s atmosphere. While in space it can charge using solar energy, which it uses to transform into a powerful mecha called Liner Boy. Liner Boy is equipped with a combat AI, which while effective in a fight is not useful for much else and as such does not count as a companion. It can also break apart and become armour to enhance another mecha. It can also link up to large vehicles, like the vehicle mecha of the GoGo five and drive them into space as a train.

Time Protection Recruit

City Guardian Uniform (100cp)

The dark blue, heavy duty field uniform of the City Guardians. It come with a baseball cap, dark shades, a headset, all manner of pouches and a standard pistol.

Assault Mobile (200cp)

A small briefcase, inside are a set of weapon components. When connected to an energy pistol, like those used by many sentai, it can become the Assault Vector which is a heavy duty energy rifle which multiplies the power of the base gun by 30 times. It can also be switched into sniper mode for pinpoint targeting.

Jumper Research (400cp)

A small, out of the way odd job business. You will always be able to find work here, enough to keep you afloat as long as you don’t make any major purchases. You can also hire others to work here, earning you a cut of what they would. This business will follow you from jump to jump.

Providus (600cp)

The 45 meter tall mecha is now yours to command. Although it was not designed for prolonged combat it does have a spinning fist attack. What this mecha was designed for is time travel. To be exact, the portal in its chest can function as a portal to send machines such as mecha or other inorganic objects backwards in time. It is through a mechanism just like this that the Timerangers summon their mecha. Now like was said before this only functions for inorganics, and this model is rather inefficient. Due to the need for recalling things it has sent into the past those objects it sends can only remain there for an hour and the portal can only be opened for a few moments a day, say about long enough to send five jets through in quick succession.

Villain

Villainous Outfit (100cp)

A personally designed villainous outfit, which can be as complex and nonsensical as you wish. Of course, if you want to be like some of the female villains around here you could pick something a bit more on the skimpy side.

Bibidebi (200cp)

A small, imp-like creature resembling a white ball with a creepy face and small wings with thin arms and legs. It is a playful little critter, and its bite carries a special virus. Creatures injected with this virus grow to massive sizes for an hour or so before the virus wears off.

Hinelear's Research Notes (400cp)

Dr. Hinelear, formerly Dr. Samejima, once worked with INET developing technology for them. He went mad after the death of his daughter in one of his experiments and eventually joined the villains side. This data chip contains the bulk of his research, including the methods he used to create the Nezirangers, the kaijin copies of his daughter, the Nezire beasts, and most interestingly the method required to link the lifeforce of two beings.

Demon Beast Castle (600cp)

A massive castle, with all manner of rooms and amenities including a throne room. It is built onto the back of a giant lizard-like monster with horns and slowing red eyes. This creature is a demon beast, and can fly through space albeit at a steady pace below FTL but still reasonably fast for space travel. This demon beast can devour the core of a planet and convert it into powerful magical crystals capable of unnaturally elongating life. It is physically formidable and has a measure of regeneration, but could still be taken out with a powerful mecha.

General Items

Jumper Tector (100cp)

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

Mecha

Mecha (400cp or Free*, Discount Non-Villain)

You have a personal “mecha” similar to those used by the sentai teams in this jump. You can choose from any of the types present in the Megaranger-Timeranger series. Models like Delta Mega, Mega Winger, GigaBitus, Max Victory, Time Shadow or V-Rex are purchasable or you can get a mecha comparable to those mentioned above but made to your specifications. For an additional 100cp you can import a mecha to acquire these traits.

Purchasing single mecha, like those that will be described below, cost the same but each additional mecha of that type (up to 5 total) are 100cp a piece. The discount applies if you got your first free from a perk. All single mecha can combine with one another, even those of different types unless otherwise stated. If you have purchased Element of Earth and its upgrade any fully formed combined mecha you pilot will become more powerful and as the Lights of Ginga inhabit the mecha.

Voyager Machine: Space themed mecha developed by INET for use by the Megarangers. They tend to resemble space vehicles such as rockets, shuttles or even a regular humanoid robot. They come equipped with mundane yet effective weaponry such as rocket pods or mounted laser turrets. If you have purchased Megaranger Champion then you receive a single voyager machine for free.

Star Beast: Creatures born from the lifeforce of various planets, the Star Beasts may resemble a giant animal or some manner of mythological beast. They are tied to an element in the same way a Gingaman is, and is able to produce attacks of their element. It looks more organic than many other mecha like this but cannot combine. It can transform into a more mechanical form called Silver Star Beast, and in this form it is able to combine. They have a measure of intelligence, but are still animalistic and as such do not count as companions. If you have purchased Element of Earth you receive one Star Beast for free.

Heavy Star Beast: A larger form of Star Beast, more mechanical than one outside of Silver form but not quite as mechanical as one that is. This form of Star Beast is physically capable but lacks an elemental attack. They cannot combine but can transform into a suit of armour than can be worn by another full sized mecha or by someone of giant size. It provides incredible protection and enhanced strength as well as a massive weapon of some sort. They have a measure of intelligence, but are still animalistic and as such do not count as companions. If you have purchased Native of Taurus then you receive one Heavy Star Beast for free.

Steel Star Beast: A larger Star Beast like a Heavy Star Beast. It has been mechanically reconstructed and resembles a humanoid mecha. A Steel Star Beast comes equipped with a massive weapon of great power. They can break apart into five smaller vehicles, which lack any real combat abilities of their own but can be controlled by the Steel Star Beast’s will requiring no

pilots. They have a measure of intelligence, but are still animalistic and as such do not count as companions. Steel Star Beasts cannot combine with other mecha.

99Machine: Search and rescue mecha designed by Dr. Tatsumi for use by GoGo Five. They resemble more conventional search and rescue vehicles such as a fire truck, water cannon truck, or an ambulance. Naturally these come with scaled up search and rescue equipment that can be used for their intended purpose or to aid in combat. These are special in that only three are required to make a “Victory Walker” type mecha designed to make best use of the 99Machines rescue capabilities. They can also combine into a more typical five part combining mecha for combat. If you have purchased Disaster Prevention Jumper you receive a 99Machine for free.

GoLiner: Heavy duty train themed mecha. These mecha vehicles are capable of moving at great speeds and were initially designed to rapidly transport the 99Machines, but can combine into a mecha on their own. If you have already received or bought a 99Machine or a Mars Machine you can pay 100cp to also acquire a GoLiner to carry it.

Mars Machine: Spacecraft designed for deep space rescue missions. A Mars Machine comes equipped with a tool that can be used for either combat or rescue purposes such as missiles for clearing rubble, adhesive bullets for sealing hull breaches, or a grabbing claw. Mars Machines can be carried inside GoLiners just like 99Machines.

Time Jet: A simple yet effective fighter jet like mecha designed for use by the Timerangers. They can move at high speeds and come equipped with conventional vulcans and missiles. What is special about the Time Jets is that they can combine in different formations to focus on general power, speed and flight, or defence and strength. A set of five Time Jets can also combine into a super jet with incredible speed and the ability to generate tornadoes by flying in circles quickly. The super jet form also comes equipped with powerful gamme lasers. If you have purchased Time Jumper you receive a Time Jet for free.

Forces of Evil

Jumper's Army (400cp or Free*, Discount Villain)

Your very own evil organisation, of which you are the undisputed leader. It has enough infrastructure to perform a decent invasion of a country the size of japan. This includes several secret bases, several kaijin generals of mid-level power, and a large force of generic foot soldiers. These kaijin and foot soldiers can be a copied design or your own designs. The members of this organisation are followers unless imported into companion slots. The organisation will follow you to jumps and its members and facilities will retain changes between jumps. If you have purchased any of the villain capstones you acquire the following additional forces for free, even if you have not purchased a primary force.

Mad Cyborg

A mostly empty cryo-prison much like the one "commandeered" by Don Dolnero's gang. It has the same facilities and capabilities as the Londerz Prison, and like I said it is only "mostly" empty. It's high-security "Hell's Gate" wing is still pretty full of dangerous, sadistic, and powerful Kaijin. They are locked up tight, but you have the access codes to release them. Like all prisoners they have compression seals which, when damaged, transform them into giant monsters. The one problem is that these prisoners are Evil with a capital E, and have no loyalty to you. They are just as likely to turn on you as they are to fight your enemies if you are not careful. As such they do not count as companions.

Spell-Master Jumper

A small, dragon-like humanoid infant. It is very cute, and acts like you are its parent. It doesn't ever seem to age, either. When you are in grave danger, have been defeated or captured, or suffer some other kind of major loss however something interesting happens. This infant creature will enter a cocoon and rapidly mature into a fully formed, adult dragon-like humanoid. In this form the creature is highly intelligent, physically powerful and durable, possesses strong pyrokinetic powers, and can temporarily blot out the sun in a localised area. It will do everything in its power to rescue you, defeat the opponent that defeated you, or otherwise work to avenge you. At the beginning of each jump it will return to its infant form, and as such does not count as a companion unless imported.

Always Go Full Psycho

The rest of your Neziranger team. Four other beings with the powers of the *Always Go Full Psycho* perk, including a kaijin form with an elemental power. They can also assume a human disguise when needed. Unlike you these lack true free will and are completely loyal to you and will follow your every order with sadistic glee. Since they lack free will they do not count as companions, and if imported as companions will immediately acquire free will.

Companions

Jumper Five (50cp each, or 200 for all 8)

Each purchase of this allows you to create or import a companion, with free choice of background and 600cp to spend.

Wisdom Tree (200cp)

A large tree, inhabited by an ancient and wise tree spirit. They can sense events over great distances by communicating through the “tree network”. They can communicate through and communication devices you and your other allies possess. They can draw those nearby into his altar room, a small pocket dimension within the tree where the tree spirit lives. They cannot move on their own, but you can transform them into a seed and plant them wherever you need them.

Drawbacks

To Change the Future (+0cp)

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

An Accident (+100cp)

That’s what it was, but you don’t feel that way. Any occasion where you harm an ally in any way shape or form, you take it to heart and lose your will to fight. Unless someone snaps you out of this funk you will be incredibly depressed and insist you must give up your fight.

Larger Aspirations (+100cp)

You can’t be arsed to help out against all of these monster attacks, you have a real future to think about. You care much more for your “civilian” life than your heroic one, and you’ll prioritize school, work, socialisation and other mundane activities over more exciting ones no matter how urgent.

Daddy Issues (+100cp)

Like TimeRed and several members of GoGo Five you have issues pertaining to a parental figure. Maybe they abandoned you, or maybe they care about you walking in their footsteps over your own aspirations. One way or another this problem has seeped into your everyday life and personality, and whenever this parental figure shows up (and they will, even if you’re a drop-in) their actions and words will only make you upset.

Solar Energy (+200cp)

Like much of the GoGo Five’s gear, any mecha or equipment you use for your time in this jump will run off of solar power. During daylight hours on clear days everything will work

perfectly, but even an overcast day will cause your gear to act up due to a lack of power. Daizyuzin save you should you face one of the PSyma that cna blot out the sun.

No More Dead Daughters (+200cp)

You lost a child in the past, and it was your fault. Now you are driven to find a way to recreate them, it will consume your every action. No matter what resources you have, or powers you possess you will be unable to perfectly recreate them. And that will drive you further and further down a path of madness.

Infant Demon Jumper (+300cp)

You have been trapped in the body of an dragon-like humanoid infant for the length of the jump. You are highly physically vulnerable and can only say the word “Jump”, but you do retain weakened versions of your powers.

Gien’d (+300cp)

You were taken apart in the past and put back together with shoddy cybernetics. This doesn’t grant you anything positive, but it does weigh on your sanity. As time goes on you will become more and more violently insane, becoming a threat to your allies and enemies alike.

Osiris Syndrome (+400cp)

Like TimeBlue you have the terminal heart disease known as Osiris Syndrome, and as such only have a year or two to survive. Even in the 30th century this disease is universally fatal, no cure is known. You have to hunt down some method of extending your life or curing this disease before it takes your life. 1-up perks won’t help you this time.

Nezi Jumpers (+600cp)

A group of five evil entities similar to the Nezirangers have formed, each with the powers laid out in the *Always Go Full Psycho* perk including an elemental kaijin form. They are suicidally homicidal, burning with hatred for you, your companions and every sentai. Unfortunately their lifeforce is tied to yours and should they perish, so shall you and no 1-ups will save you. Each one that dies will weaken you, and if you manage to capture them they will somehow escape in a year’s time.