

Kamen Rider Revice Jumpchain

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In 1971, an archaeological expedition to South America uncovered an artifact that contained the remains of the demon lord Giff. Said artifact eventually fell into the hands of the government organization Fenix in Japan, who keeps it under lock and key. However, a cult called Deadmans seeks to take the artifact from Fenix and use its power to help them revive Giff, who is currently in a coffin/cocoon thingy.

Fenix has been reverse-engineering the artifact, now called the Giff Stamp, to create weapons to combat Deadmans and prevent Giff's resurrection. The Jump will last for about a year, and you start the Jump standing in front of a bathhouse called Happy Spa, on the day Daiji Igarashi is supposed to receive the Revice Driver. Here, take 1,000 Contract Points (CP) for your stay here.

+1,000 CP

Origins:

Drop-In: The typical choice for a Jumper like yourself. You are dropped into this world with no memories of living in this world and no legal identification.

Fenix Agent: Fenix is a government organization that specializes in the creation of Vistamps to combat the threat of Deadmans. You'll start this Jump as a low-level agent of Fenix, ready to escort Daiji Igarashi to his ceremony.

Deadmans: Lord Giff is your master, and the true master of this world. You get one free purchase of the Item "Vistamp" and start the Jump in the nightclub called club FREEDOM, underneath which lies your secret base.

Drop-In Perks:

You Should Think About... (100 CP): What got you in this situation. Your words are piercing and introspective. They'll make anyone but the truly heartless pause to reconsider their actions.

I've Accepted My Weaknesses (200): Being a Kamen Rider isn't all fun and games. People can get seriously hurt or even die if you're not up to the task. If your heart is weak, you will be, too. This Perk will soothe your heart and help you make peace with your weakness, and in doing so make you even stronger.

Vice Grip on Your Soul (400 CP): Every human being has a demon lurking deep within their soul. They can be brought out using Vistamps, but otherwise they will not be visible to others, even the one who harbors them. You are different, being able to see and even speak to your inner demon. And, since you're paying point for this Perk, your relationship will start as cordial at best but can evolve into a more positive one over time.

Face Your Sins (600 CP): Everyone has some parts of themselves they'd rather leave buried, whether it's embarrassing memories, personality flaws, or other things like that. When confronted with these painful aspects of yourself, most people would run away from them or convince themselves they aren't real. But this Perk will steel your nerves and strengthen your heart, so that you'll be able to face these dark places of your mind more easily.

Fenix Agent Perks:

Basic Training (100 CP): Basic martial arts training, firearm training Perk.

How to Break the Culprit's Neck (200 CP): You're a very eccentric person, Jumper, and you can put that eccentricity to work. Your mannerisms can unnerve enemies and allies alike. You can act out killing a suspected traitor right in front of him, and no one will know if you're joking or not.

Commander Jumper (400 CP): This Perk comes with all the know-how to make you an effective leader for any organization. For this Jump, you'll be informed about the inner workings and chain of command of Fenix.

Karizaki Genius (600 CP): George Karizaki is the visionary that created the Revice Driver and finished his father's research on the Vistamps, developing a way to use the power of one's inner demon safely. Now, you have his genius mind and potential, which means you can create your own transformation devices if you have the resources for them.

Deadmans Perks:

Gracias, Deadmans! (100 CP): Cult leaders need great charisma to sway the masses they control. This charisma comes naturally to you, easily becoming more confident and assertive when the need arises.

Avoid the Cops (200 CP): The members of Deadmans are wanted criminals. Your face is plastered everywhere, and agencies will be on the prowl, looking for you. But it seems that you can avoid these prying eyes. If you actively try to hide or disguise yourself, you will never be found.

Recruiting Officer (400 CP): What's the best way to recruit someone to your crazy death cut? With temptation and promises of power. With this Perk, you now have better luck when it comes to recruiting potential members for Deadmans. A sleazy lawyer wants to win more cases? Some high school kids want to go on a crime spree? You're finding all kinds of people! This Perk will work Post-Jump for any organization you join, evil or otherwise.

Phase 2 Contract (600/700 CP): A Phase 2 Contract happens when the holder merges with their summoned Deadman and takes control of the fusion, though this comes at the risk of never returning to human form. For 700 CP, you can elevate the contract and become a Gifftex, where you gain all the power and still retain the ability to revert to your original body. This also carries a risk, however. If you are defeated in battle, your essence will be absorbed by Lord Giff as one of the six sacrifices needed to revive him. Though, since you're part of this cult, that would be a good thing, right? Right?

Items

General Items:

Vistamp (50 CP, can be purchased multiple times): First purchase is free with any transformation device in this jump. These are just regular Vistamps, not any of the super forms or final forms. Refer to the Vistamp List below.

Driver Combo (100 CP): If you have any kind of transformation item from a previous Jump, be it from Kamen Rider, Power Rangers, or even something totally different, you can merge those devices with any of the ones listed in this document. Or, if you choose, your device will have an attachment that will take Vistamps.

Ohinbuster50 (100 CP): A creation of Fenix and Kamen Rider Revi's personal weapon. It's an axe that doubles as a blaster, and when you're not using it, it's compacted into the Ohinstamp. Using the Ohinstamp on the Ohinjector will activate two finishers: Ohing Slash in Axe Mode and Ohing Strike in Gun Mode. Using a Vistamp instead of the Ohinstamp will trigger either a Stamping Slash or a Stamping Strike.

Osutoderuhammer50 (100 CP): A creation of Fenix and Kamen Rider Vice's personal weapon. It's a hammer that can expand into a short blade. The hammer's main finisher is the Osutoderu Crash, which activates when the hammer strikes an object and takes on the attributes of said object. Although, only two variations of this finisher showed up in the show: Drive-In (when Vice struck a car) and Element-In (When Vice struck a stone and Revi struck Vice's Barid Shield. You can attach the hammer onto the Ohinbuster50 when it's expanded to form the Revicelasher. Its finisher is the Revi Vicelash, activated when stamping the Ohinstamp on the Ohinjector part of the Revicelasher.

Drop-In Items:

J-Stamps (100 CP): Your very own Vistamps, tailor-made to encapsulate your powers from previous Jumps. For each Jump you've completed before this one, you get one J-Stamp. For example, let's say this Jump is your 4th Jump. Your powers and items from your previous 3 Jumps will be turned into 3 J-Stamps. There are some downsides to this, however. The first is that you'll lose access to your powers unless you use them in a henshin belt that uses Vistamps. The second is, if you buy the J-Stamps, you must take the Scenario "Scattered to the Wind." This is non-negotiable.

Barid Jumper J-Stamp (200 CP, requires J-Stamps): Much like Revice's Barid Rex Vistamp, this special J-Stamp combines the powers of all your J-Stamps into one. In addition, this J-Stamp is augmented by the bitter cold of the Ice Age, allowing you to manipulate ice as you see fit.

J-Stamper (400 CP): While this Driver may resemble a gold-plated Demons Driver, the display on the front will display the letter 'J' instead of a spider when transformed. Aside from cosmetic differences, this Driver also allows for both Genome form changes like Revice and Genomixes like Demons. Can take both J-Stamps and regular Vistamps.

Rolling Vistamp (600 CP): Resembling a black paint roller, this special Vistamp can switch the places of you and your inner demon, making the demon manifest as a real living being and making you intangible and unseen. You can use it to transform into Jack Jumper, a super form that's much stronger than Barid Jumper. This Vistamp can also be used as a blunt weapon and paint a symbol of an element to summon said element, like drawing a flame to summon fire or a lightning bolt to summon electricity.

Fenix Items:

Gundephone50 (100 CP): Standard issue communication and firearm for members of Fenix. It's a smartphone that turns into a gun!

Fenix motorcycle (200 CP): A white, plain-looking motorcycle. This is a Kamen Rider jump, of course you can have a motorcycle! What's that? Japan has very strict motorcycle laws? That sounds like a "you" problem, pal.

Demons Driver (400 CP): This Driver was mass-produced by Fenix for their Demons Troopers. It comes with one of two Vistamps: Trooper Spider or Trooper Kuwagata. These will turn you into either Demons Trooper α or Demons Trooper β, respectively.

Jumper Skybase (600 CP): Your very own Helicarrier! Oops, I mean ‘flying headquarters,’ wink wink, nudge nudge ;) It comes with all the latest in R&D, weapons, holding cells, et cetera.

Deadmans Items:

Giff Junior Vistamp (100 CP): Used by the Deadmans to summon a group of 5-7 Giff Juniors if you stamp the ground with it.

Giff Stamp (200 CP): The stamp from which Fenix created all Vistamps, but this particular stamp works very differently. By stamping a person with it, their inner demon will manifest and completely consume the human host, becoming a Gifftarian. These monsters are incredibly strong, requiring the power of Volcano Rex and Barid Rex combined to defeat one. Any Gifftarian you create will be loyal to you.

Deadmans HQ (400 CP): Every good cult needs a hidden base of operations, and Deadmans has a pretty good one. Hidden under a nightclub called ‘club FREEDOM,’ this base actually has a part that can separate from the main base into a giant flying saucer if you need a quick getaway.

Jumper Coffin (600 CP): Giff fell into a slumber that lasted for thousands of years. Now, when you take enough damage or receive a fatal wound, so can you. A stone casket will form around you until you regain enough strength and recover. This isn’t exactly a 1-Up, because you’ll have to spend (potentially) a really long time sitting in this coffin until you get better.

Companions:

Import Companions (Free): Feel free to import up to 8 Companions for free. Each Companion gets 600 CP to spend on Perks and Items and can choose whatever Origin they like.

Inner Demon (100 CP): This world revolves around using one's inner demons as the source of their power. Your demon, through whatever adventure or conquest it has achieved with you, ends up liking you and coming with you on your Chain. This Companion is fully customizable, from its appearance to its abilities. However, this power cannot be greater than the union of Ikki and Vice.

Kamen Rider Revice (200 CP): Huge spoilers for the series here, but Vice ends up dying at the end of the series, destroyed in exchange for restoring Ikki's slowly vanishing memories. But, by the power of exchanging legal tender for goods and services, Vice will be restored and both of them can join you on your Chain.

Igarashi Family (400 CP): It's a little crazy, but everyone in this family except the matriarch, Yukimi, becomes a Kamen Rider at some point in the series. Four members of the Igarashi Family will take up one Companion slot. Ikki and Vice are not included in this purchase due to being available in a separate purchase. Family members include Yukimi Igarashi (the mother), Genta Igarashi (the father, Kamen Rider Vail/Destream), Daiji Igarashi (2nd child, Kamen Rider Live/Evil), Sakura Igarashi (3rd child, Kamen Rider Jeanne).

George Karizaki (200 CP): George is a genius, having created Vistamps and the Rider System itself. During your stay, he found you very interesting and decided to come along on your Chain, if only to study you.

Drawbacks:

Legend Rider Chronicles (+0 CP): This toggle makes all your previous Kamen Rider jumps canon in this world. You must be aware that any major changes to the timeline may result in a different series of events in this Jump. It's nice to be able to call for backup, but not if your backup inadvertently doesn't exist.

Unruly Roommate (+200 CP): Much like Kagero, your inner demon is evil and will constantly try to either seize control of your body or get you to release it so it can go on a feeding spree, with humans as its main course.

Double-Triple Agent? (+300 CP): Every major organization now believes you're working against them. Fenix thinks you're Deadmans, Deadmans thinks you're a Fenix spy. They'll have no qualms about forcing you to reveal any sensitive information they think you might have, so tread lightly.

Demons Deterioration (+400 CP): A strange condition Kamen Rider Demons suffered during the series was that the Demons Driver was possessed by the demon Vail, who slowly absorbed Hiromi's vitality, leaving his bones and internal organs as weak as an 80-year-old man's. Now, the same will happen to you, minus the possessed Driver. Every time you use a transformation device for the duration of this Jump, your body will become increasingly weaker until the strain of transforming will eventually kill you.

Who are these people…? (+400 CP): Something happened after your transition from your last Jump to this one. Something so traumatic and scarring that your inner demon made a contract with you and erased your memories of that event. However, something is brewing beneath the surface. Because of this contract, so long as you fight for a certain cause, be that your own evil ends or for your companions, your memories will fade away. The worst part? You'll never know it's happening, even as your mind is slipping away before your eyes. Only the total destruction of your demon will restore your memories.

Scenarios

Scattered to the Wind

If you bought the item "J-Stamps," your powers will be condensed into multiple Vistamp-like objects. However, you won't have access to them right away. When you enter this world, they'll be scattered across the setting, and you'll have to get them back. If you cannot get your powers back before the Jump ends, it will be considered a chain failure, and you'll be sent back to your original world.

Reward: If you find all your J-Stamps and use them all at least once in a transformation device, you will gain the ability to condense your builds from any previous and future Jumps into J-Stamps and change them back at will.

50 Years Later…

In the year 2021, the demon Diablo was released from his Stamp and conquered the world. Over the next 50 years, Diablo subjugated humanity and built a city in the sky for his fellow demons. People now live in fear and slavery in a dying world. Normally, a man called Momose Ryunosuke would be sent back in time from 2071 to 2021, but in this scenario, he tragically died when his rocket ship burned up on reentry. You must take his place, Jumper, and become Kamen Rider Century. However, the time travel function of the Cyclotron Driver will not work, so you must fight and defeat Diablo at his full strength, backed up by the four Crisper Deadmans as well as a horde of Demon Riders in the year 2071.

Reward: For defeating the threat and planting seeds for the world's eventual rebuilding, you will be rewarded with the **Cyclotron Driver**, as well as the four **Crisper Vistamps**, which are now modified to be able to function in any transformation item you buy in this document.

The End

Well, your year is up and the Jump is over. What shall you do now?

Go Home: Return to your home dimension with all your Perks, Items, Companions, et cetera, all intact.

Stay Here: Nothing like a relaxing bath to close out the day. You've decided to put down roots and settle down in this world for good.

Move On: The life of a passing-through Kamen Rider is never easy, nor is it ever over. Proceed to your next Jump.

Vistamp List (Based on Kamen Riders):

- Batta (Ichigo)
- Gold Spino (Nigo)
- Turtle (V3)
- Scorpion (X)
- Mogura/Mole (Amazon)
- Turtle (ZX)
- Anomalocaris (Black)
- Lion (Kuuga)
- Tricera (Agito)
- Komodo Dragon (Ryuki)
- Ptera (Faiz)
- King Crab (Blade)
- Hashibiroko/Shoebill (Hibiki)
- Oomukade/Giant Centipede (Kabuto)
- Mammoth (Den-O)
- Hedgehog (Kiva)
- Megalodon (Decade)
- Eagle (W)
- Buffalo (OOO)
- Kong (Fourze)
- Crocodile (Wizard)
- Kamakiri/Mantis (Gaim)
- Octopus (Drive)
- Kurosai/Black rhinoceros (Ghost)
- Jackal (Ex-Aid)
- Kangaroo (Build)
- Brachio (Zi-O)
- Neo-Batta/Neo-grasshopper (Zero-One)
- Kajiki/Marlin (Saber)

Changelog:

Version WIP: Initial Creation

Version 1.0:

- Heavy Reformatting
- Added Perks "Face Your Sins," "Commander Jumper," "Karizaki Genius"
- Named Perks "Gracias, Deadmans!" "Avoid the Cops," "Recruiting Officer"
- Added Items "Ohinbuster50," "Osutoderuhammer50," "Rolling Vistamp," "Giff Stamp," "Deadmans HQ," "Jumper Coffin"
- Added Scenario "50 Years Later..."
- Added Companions Section