Showa Kamen Rider Jump (Part 1)

By Kamen Jumper



The year is 1971. Disco is just starting to become popular, the Cold War is still going strong, and the Vietnam War is about to end. However, things are not what they seem. A mysterious evil organization known as Shocker is aiming to take over the world. To further its agenda, Shocker recruits its agents through kidnapping, turning their victims into mutated cyborgs and brainwashing them. However, one victim named Takeshi Hongo escaped just before the brainwashing process could be enacted. With his sanity and moral conscience intact, Hongo has dedicated his life to fighting Shocker's minions as the grasshopper-themed superhero known as Kamen Rider #1. Soon after, Shocker kidnapped another young man named Hayato Ichimonji and turned him into a copy of Kamen Rider. Their plan was to use him to defeat Hongo. Thankfully, Ichimonji was rescued by Hongo before he could be brainwashed and decided to use his new body to fight against Shocker as Kamen Rider #2. Together the two of them managed to put an end to Shocker. This did not please the organization's leader, who decided to ally himself with another terrorist organization named Geldam, creating Gel-Shocker.

However, Gel-Shocker is not the only evil organization you have to worry about. There various other evil organizations waiting in the wings for you to fight. A hero's work is never done, I suppose. You certainly have your work cut out for you, Jumper. You start in Japan, where most of the action takes place.

However, it's not all bad. You start with 1000 CP which you can use to give yourself an edge.

Origins

Roll 1d8+20 to determine your age. You keep your gender from the last jump or pay 50 cp to change it.

Drop In (Free)
You come as you are, with no memories influencing your behavior. The downside to this is that you do not have allies to help you in this world.

Scientist (Free)
You are one of the many scientists who work for Gel-Shocker. Maybe you work for them willingly, maybe they're holding your loved ones hostage, or maybe they're threatening to kill you if you do not work for them? It doesn't really matter. What matters is that you're smart, incredibly so, and you're an accomplice to Gel-Shocker's crimes.

Kaijin (Free)
You were kidnapped by Gel-Shocker and brainwashed into being one of their warriors. You have been genetically mutated with animal DNA and further enhanced with cybernetics. You're quite strong, and you can shift between your human and monster forms with ease. You also don't age anymore.

Shocker Rider (Free)
You are part of a squad of evil copies of the Double Riders created by Gel-Shocker to defeat them. But somehow, you have regained your memories of your previous life. So what now? Will you continue to serve them or will you fight against them for what they did to you? Just know that if you choose the second option, Gel-Shocker won't take this lying down. They know who you are, they definitely know who your loved ones, and they will come at you with the intent to kill. Perhaps it would be wise to ally yourself with the Double Riders? At least your new body has its benefits. You are a perfect match for the original two Kamen Riders in terms of strength, speed, and durability. Of course, being grasshopper-themed also lets you jump a little over fifteen meters in the air. In addition, you now have night-vision and can hear at distances of up to four kilometers. Plus, when transformed you have retractable blades hidden in the bottom of your boots that you can pull out and use as daggers. When transformed you greatly resemble Kamen Rider #1, only your gloves and boots are yellow where his are white. Your scarf can be any color you want it to be.

Skills & Abilities
All discounts are 50% of for the appropriate Origin.

Badass Biker (-100, free for Drop-In)
You're good at riding a motorcycle. Ridiculously so. You can pull off all sorts of insane stunts on the fly as if it's nothing to you!

Breaking the Language Barrier (-100, free for Drop-In)
It's inevitable that sometimes you're going to meet someone who doesn't speak the same language(s) as you, which makes communication difficult. While this perk doesn't make you an instant master, it does double the speed at which you learn languages through pure exposure to them.

Would You Like Some Cheese With That Ham? (-200, discount for Drop-In)
You are incredibly hammy. Like seriously, tone it down a notch. Theatrics are normal for you, not the rare occasion. In addition, despite all the evil villains about, this world can be silly sometimes. You're a master of cheesy jokes and comedic timing as well, so you can always get a laugh out of someone in a

non-serious situation if you try.

Jumper, Friend! (-200, discount for Drop-In)
A certain space-themed Neo-Heisei Rider with a pompadour may be who most people think of as the Kamen Rider obsessed with friendship, but he was not the first. You find it easier to make meaningful friendships than most people. Getting along with others won't be much of a problem anymore.

Stylish (-400, discount for Drop-In)
It's the 1970s, and you fit right in! Whether you're just relaxing or fighting for your life, whatever you do you do it with style. You are art in motion. The only word to truly describe you is... *Funky*. Expect people to be awed when they see you fight, dance, or even cook. Fans are also definite possibility.

Call of the Wild (-400, discount for Drop-In)
Sometimes, the comforts of modern civilization won't be an option. Sometimes you need to just lay low and hide out in the wilderness for a few months. Or possibly even years. The point is, you have the skills to do just that now! Whether it be foraging-slash-hunting for food, finding good shelter, acquiring good drinking water, or killing animals that want to take a bite out of you. You can recognize poisonous plants and animals on sight now, so you know to avoid them. Skinning animals with thick fur to make makeshift clothes is a breeze. Even farming plants that you find in the wild is not out of your reach. Modern humans have mostly forgotten how they rose to the top of the food chain without all the convenience of technology. Now you remember.

Profiteer (-600, discount for Drop-In)
You know what's popular right now and how to make as much money off of it as possible. It could be music, fashion, or certain types of drugs. You are also able to predict trends with frightening accuracy. Getting rich is easy for you. The methods to do so may be morally questionable though.

Wild Child (-600, discount for Drop-In)
AAAA-MAAAA-ZOOOOOON! You've undergone the same 'mystical surgery' that turned Daisuke Yamamoto into Kamen Rider Amazon. A trend-breaker among his fellow Showa Riders, Amazon fights like an animalistic berserker rather than a trained martial artist. You have the ability to transform into a similar being, with sharp claws and fangs made for tearing flesh. All you have to do is shout 'Amazon' and pose appropriately. The source of your powers, unlike most Riders, comes from a magical armlet on your left bicep. You do have a belt though called the Condorer, but all it does is act as a grappling hook when necessary. Normally only two of these armlets should exist in this world, but your benefactor made this one just for you. Like the original Amazon, removing this armlet will severely weaken you. However, it won't kill you. The remnants of the armlet's energy within your body will still allow you to transform into Amazon but at one-third's strength. If the armlet is lost or stolen it will be magically returned to you in 24 hours.

Knowledge Is Power (-100, free for Scientist)
You are incredibly intelligent, and it shows. You have degrees in genetics, engineering, and cybernetics as well as the skills to apply your knowledge in amazing ways.

Brain Food (-100, free for Scientist)

You can't spend ALL your time on mad science, sadly. Can't have you burning out. However, here's something to help with that. You now have the culinary skills to make healthy and delicious foods that calm the mind when eaten, with the added benefit of stimulating your creativity.

Steady Hands (-200, discount for Scientist)
Most people wouldn't be able to go through with turning someone into a monster against their will. You are not most people. Your will is strong enough that you can calmly and efficiently operate on someone even as they beg for you to let them go.

Radical Rides (-200, discount for Scientist)
In this world, motorcycles are the cool way to get around at high speeds. It's only fair to give you the skills and knowledge you need to make your own. Not just normal motorcycles too, you can make bikes that can safely traverse any terrain. With enough time and experimentation, you can also apply this all-terrain capability to other vehicles like cars, boats, trains, and even planes!

Up All Night To Get Lucky (-400, discount for Scientist)
It takes more than just brains and skill to survive in this world. It takes luck, and thankfully you have that in spades. Your superiors will be more tolerant of any failures, and there will always be an opportunity to escape any fights you get in. You just have to find it first.

Gone Dark (-400, discount for Scientist)
Sometimes, you piss off people that you REALLY shouldn't have. In times like those, you just need to disappear. Lay low for a while so the heat dies down. Well with this perk, you now have the skills to do so and then live off the radar. You have the knowledge of how to erase any trace of your existence whether it be documentation, videos, audio recordings, or even places you've lived at. Anybody who is looking for you with ill intent will not be able to find you unless you want them to, even if you've been sold out by someone else.

Monster Maker (-600, discount for Scientist)
You've been trusted with the knowledge of how to turn regular humans into Combatmen or Kaijin, and you're *good* at it. You can even turn people into Riders, brainwashing included if you so desire. However, it will be extremely painful for your victims. I hope know how to block out the screams.

Man Plus Machine (-600, discount for Scientist)
Cyborgs are this world's bread-and-butter, aside from Kamen Rider Amazon and his enemies, but that's besides the point. Organic life and technology can do amazing things on their own, but combined they are greater than the sum of their parts. With this perk, you are granted an enhanced aptitude for successfully integrating any technology you have a good understanding of into the physiology of any organic life you have a perfect understanding of.

Animal-Themed Powers (-100, free for Kaijin)
Choose any non-extinct animal that currently exists in real life. Congratulations! You now have abilities like that animal's. If you picked a spider, you can expect to be able to spin webs and cling to walls. If you picked a chameleon, expect to be able to blend into the background as if you're not even there. If you picked a grasshopper, expect to be able to jump high and deliver devastating kicks to your opponents. I think you get the idea.

Sales Pitch (-100, free for Kaijin)
Sometimes, it's just not going to be possible to brainwash someone if you want them to join your evil organization. Sometimes, you're going to have to gain support the way politicians have been doing it for years. A silver tongue. You're a bit more persuasive when it comes to getting people to do what you want them to do now. With just a glance at the person or people you're talking to, you can tell the right way you'd need to word something for a better chance of success. Of course this won't work 100 percent of the time, but you certainly won't fuck up while public speaking anymore.

Trustworthy (-200, discount for Kaijin)
You're charismatic. You make friends easily, and come off as a trustworthy person even if you really are not. Of course, this makes it much easier to get someone alone with you so you can kidnap them if you so desire…

Silly Yet Terrifying (-200, discount for Kaijin)
Let's be honest here. Some of these Kaijin are more laughable than scary. Just look at Starfish Hitler. Despite the namesake it doesn't really evoke the fear you'd think it's creators would want, right? Not so anymore. No matter how silly, eccentric, or just plain *weird* you are you'll still be able to scare the crap out of people if you so desire. An example would be making someone piss their pants while wearing a cute pastel-colored equine outfit.

Fear Factor (-400, discount for Kaijin)
You're a scary person. Even if you haven't done anything to deserve this reputation, you just have that kind of aura about you. People know just by looking at you that you're not to be trifled with. Of course this won't really affect strong-willed people like the Kamen Riders, but they will take you seriously from the get-go. When taken with Leadership Position, it will cause any underlings you have to work twice as hard as they normally would. After all, they wouldn't want to make you mad at them now would they? May your enemies beware.

Promotion (-400, discount for Kaijin)
Well then. You certainly aim high, don't you? You are now a high-ranking member of Gel-Shocker, on par with General Black. In addition to being significantly stronger to reflect your new position, you are privy to a variety of the organization's secrets. Perhaps you can destroy the organization from the inside out? Expect the lower-ranking members of Gel-Shocker to obey your orders without question, and you report directly to the Great Leader himself. Out of jump this perk makes it noticeably easier for you to reach high positions in any organization that you join.

Eternal Evil (-600, discount for Kaijin)
Where there is Good, there is Evil. So long as intelligent life exists, this is a constant. And now so are you. The Great Leader of Shocker is known for his ability to miraculously return after being defeated by the Kamen Riders time and time again. He has appeared in many forms as the mastermind behind a number of the other evil organizations that exist in this world. Destron, Black Satan, the Delza Army, the Generalissimo of Badan, and others spanning even into the Heisei Era. While you are not anywhere near that level of transcendence, once and ONLY once per jump you can cheat death. When in circumstances where you die and your chain normally would end, you instead reappear in your Warehouse. You are greatly weakened, but you have an opportunity to recuperate and fight another day. Post-Chain you

may use this freely as many times as you need to like the Great Leader himself.

Great Leader of J.U.M.P.E.R. (-600, discount for Kaijin)
You've reached the top, Jumper. You're the head of an evil organization that desires world domination similarly to Shocker, Destron, and the various others that exist within this universe. However, you're just small-fry right now compared to the others. You have just three measly hidden bases all within one country of your choice, one hundred Combatmen per base, and three Kaijin generals. They are absolutely loyal to you so betrayal isn't an issue. You also gain the skills necessary to grow and manage your evil organization. Even after this jump you'll always seem to be in charge of a similar evil organization in other worlds, but you'll have to start from the minimum described here every time.

Olympian (-100, free for Shocker Rider)
You are very experienced in at least two forms of martial arts, and acrobatic stunts come easily to you as well. You will need these skills if you plan on going up against all the evil organizations in this world.

Could It Be ~~Golgom~~ Shocker? (-100, free for Shocker Rider)
You have a bit of a sixth sense for Danger. When there's evil afoot nearby, you'll always have a gut feeling about it. You won't know exactly what it is, but you will if you follow this feeling to its source. How else do the Riders run into evil plots by the various organizations every episode? This doesn't cause evil things to happen

I'll Knock Some Sense Into You! (-200, discount for Shocker Rider)
You know have the ability to undo (or at least lessen the effects of) brainwashing by hitting someone in the head. The more times the better! Just be careful not to decapitate the person you're trying to help on accident. This will be essential if you want to gain allies during your time here.

Were You Expecting Nazi Gold? (-200, discount for Shocker Rider)
Early on in his long career as a hero, Kamen Rider #1 had a habit of… appearing from nonsensical places in order to surprise his enemies. Shocker likes to think they're clever, but that just means you have to be that much more cunning to get ahead of them. Certain tactics tend to catch even them by surprise, and this is one of them. If you know what it is your enemies seek and around the area it is… You can anticipate 'when' they'll arrive in order to get a head start, but that's not all. You can arrive there with little issue (navigating and talking enough shortcuts to usually outpace them) and place yourself in the position of what it is they seek in minutes, with no evidence of the replacement to be seen. It's great for ambushes, don't you think?

Even If There Is No God Or Buddha (-400, discount for Shocker Rider)
You are a symbol of hope. People become more positive and emboldened in your presence. You are a master of inspirational speeches. You bring genuine smiles to the masses. When you're with others, the world seems like a brighter place to them. As a side effect of this you will be extremely good with children.

Ride The Sky (-400, discount for Shocker Rider)
Skyrider is known for being the first Kamen Rider with the ability to fly. Well, technically it wasn't actually flight but rather the ability to glide for an extremely long time by reducing the gravity around his

body. That's why it was called the Sailing *Jump* rather than Sailing Flight. You know have this ability, whether by magic, cybernetic augmentations like Skyrider himself, or just generic superpowers. Soar on, Skyjumper.

Charge Up (-600, discount for Shocker Rider)
Oh, what's this? It seems you have a Super Mode like Kamen Rider Stronger! These are rather uncommon in the Showa Era. In this form your strength, speed, and senses are all increased tenfold. There is a drawback though. You have one minute to use up all the extra energy this form grants you or else it will overload your body and you'll explode. The explosion won't kill you, but you'll be significantly damaged by it.

Cross of Fire (-600, discount for Shocker Rider)
Fight fire with fire. That is a statement that embodies many Kamen Riders, both in the Showa Era and beyond. These heroes tend to draw their powers from the same source as their enemies. After all, Kamen Riders #1 and #2 are technically Shocker Kaijin. They simply broke out before they could be brainwashed and chose to fight against the organization that created them. You embody this concept. Being able to use the powers of evil for justice. You have significantly increased mental resistance against corrupting powers and influences, as well as a boost in willpower. Your mind is your own, and none shall twist it to evil ends without your permission. Powers that attempt to control or manipulate you will swiftly find themselves out of luck.

Items

Congratulations, Jumper! You're getting +300 points that you can only use to buy from this section. Spend them wisely.

Rider Synchro (-100, can be purchased multiple times)
With this option you can combine any two transformation devices purchased in this jump. The Shocker Rider origin and the Wild Child perk both count for this purpose given they come with built-in transformation devices. Whatever you pick will mesh seamlessly with each other, playing up their strengths and minimizing the interplay of weaknesses. This can also be applied to Drivers you've bought from any Kamen Rider jumps you've taken previously, or any transformation device in general. However, the item has to be something you've purchased with CP.

Kamen Rider Blu-Ray Set (-50)
Congratulations! You now have a set of Blu-Rays for the Kamen Rider TV show. This set covers from the original series up to Super-1. Watch them when you're bored and have nothing better to do! Or perhaps you can use them to get ahead in this world?

Kamen Rider Manga Collection (-50)
You have a collection of Shotaro Ishinomori's original Kamen Rider manga, and each volume is in perfect condition!

Official Soundtrack (-50)
You get a Walkman with the official Kamen Rider soundtrack (in cassette form) from the original series up to Super-1. This Walkman is indestructible (as is the cassette) and never runs out of energy.

Coffee Machine (-50)
Everybody needs a pick me up. This is a 70's-style coffee machine that dispenses and infinite amount of delicious coffee. Good for when you need to stay up late.

New Cyclone (-100, free for Shocker Rider)
What's a Kamen Rider jump without a motorcycle or two? A bad one, that's what! You get a copy of the motorcycle used by the Double Riders.

Racing Club (-200, discount for Shocker Rider)
Takeshi Hongo was originally part of the Tachibana Racing Club prior to being converted into a cyborg. Even after he became the first Kamen Rider, Takeshi often returned to the club because it's owner was a steadfast ally to him and many of the Showa Riders. You now own such a motorcycle club. It comes with a building and a motorcycle racetrack for the members to use. The club follows you to every world, and always has a competent staff, albeit they obviously won't be the same people between universes. You get a cut of all profits the club makes. The club will be well known, and you'll always find a couple of motorcycle enthusiasts willing to join. It will be VERY out of place in low-tech settings or any world where a motorcycle club existing wouldn't make sense. You and your companions are the only ones that will notice though.

Ridol Whip (-400, discount for Shocker Rider)
You gain a copy of Kamen Rider X's primary weapon. Despite the name, it can be used is more than just a whip. It can be a fencing sword, a rope, and even a longpole to vault with. It switches between these modes using the four buttons on the handle. "H" is for the whip/fencing mode, "S" is for the stick mode, "R" is for the rope mode, and "L" is for the longpole mode. It's designed to be used by people with superhuman strength, so it can withstand punishment from many of the monsters this world has to offer. If you're a Shocker Rider, you can choose to have a storage compartment for the Ridol Whip in your belt. That way you can pull it out whenever you need it.

Five Hands (-600, discount for Shocker Rider)
You're lucky, Jumper. You are now a proud owner of a copy of Kamen Rider Super-1's interchangeable powered glove system, the Five Hands. These are a series of bionic attachments that can be swapped out at will. The first set is the Super Hands, which allow the user to perform an incredible punch that hits for the force of 300 tons. The second set is the Elek Hands that can channel up to 10,000 volts of electricity to enhance one's physical strikes. They can also fire a Rider Shooting finisher called the Elek Beam. The third set is the Thermal Hands. The left glove is a cryogenic sprayer while the right glove is a flamethrower. The fourth set is the Power Hands that allow the user to lift up to 50 tons of weight and deliver a powerful finisher known as the Megaton Punch. The last set are the Radar Hands, gold gloves that can shoot missiles that emit radar waves, allowing the user to see further from the radar screen on the gloves. The missiles can also be used as projectiles or modified with explosives to strike a target. Normally these would only be usable by a cyborg with Super-1's specific augmentations, but the version you buy here is designed to be used by practically anyone with hands that fit into them.

Shotgun (-100, free for Scientist)
You live in dangerous times, my friend. Here's something to help you with that. This shotgun comes with

shells specifically designed to be used on Kaijin. You only have twenty-five of these shells though, but I suppose with enough time and study you could figure out how to make more…

The Mad Scientist's Den (-200, discount for Scientist)
What is a scientist without their lab? A sad sight, that's what. So here's a private laboratory with all the necessary equipment and resources one would need to convert a normal human into a Kaijin or a cyborg like the majority of the Showa Riders. After this jump the lab follows you, either becoming an attachment to your Warehouse or appearing near your starting location in the next jump.

Bionic Arm (-400, discount for Scientist)
This is a copy of the cybernetic right arm used by Joji Yuki, the man who becomes Riderman in the canon timeline. Whoever receives this implant will be able to become Riderman themselves. What Riderman lacks in strength and speed compared to other Riders, he makes up for with his arm's versatility in being able to change into various weapons and tools.

Master Disk (-600, discount for Scientist)
This, dear Jumper, is a floppy disk containing the blueprints of every Rider and Kaijin of the shows covered in this jump minus Amazon seeing as his powers are mystical in nature. You could do a lot with this… Make sure you keep the fact that you have this on the down low, there'd be a lot of people interested in something like this.

Basket of Fruits (-100, free for Drop-In)
This is a basket full of fruits native to the Amazon rainforest. Once emptied, it will automatically refill itself in a day. Perfect for cooking or if you just want a healthy snack!

Jungle Abode (-200, discount for Drop-In)
Ever wanted a small house hidden in the Amazon rainforest in case you need to lay low for a while? This is that house. It comes with electricity, plumbing, and food that restocks every time it runs out. This house follows you to every future jump appearing in the Amazon rainforest, or an equivalent of such. The house cannot be found by anyone you don't want it to.

Jumper's Guide to Incan Super Science (-400, discount for Drop-In)
Ooh, what have we here? This appears to be an instruction manual for the procedure used on Daisuke Yamamoto to transform him into Kamen Rider Amazon. However, without the power of the GiGi Armlet anybody empowered by this mystical operation will only be one-thirds as strong as the original Amazon. Their appearance will be different as well, resembling an inverted version of the original Amazon. They'll have green eyes, a red body, light green belly and green markings. The forearms and legs from the knee down are still black while the belt remains unchanged. This guide is also written in the language used by the Incas. Hope you know how to read Quechan!

Gogo Armlet (-600, discount for Drop-In)
A magical armlet akin to the Gigi Armlet, Gaga Armlet, and the armlet granted by "Wild Child". When worn it provides a minor boost to all magic-based abilities. When taken with "Wild Child" it doubles the power of your abilities as Amazon. However it's true power is that the user can transform any animal they touch while wearing it into a Beastman like the ones fought by Kamen Rider Amazon, but this ability can only be used once a day. These Beastmen are very loyal to you unless badly mistreated.

Robe of Evil (-100, free for Kaijin)
A copy of the Great Leader's red outfit in his first incarnation. When worn, nobody you haven't informed beforehand will be able to recognize you. It also makes you sound like Goro Naya, the voice actor for the Great Leader. The fact that it looks like a red Ku Klux Klan robe is non-negotiable. This is why you aren't recognizable while using it.

Misbegotten Money (-200, discount for Kaijin)
Every evil organization needs startup funds. World domination isn't cheap after all. This money is equivalent to 500,000 dollars in the United States, and refills at the start of every jump after this one.

Footsoldiers (-400, discount for Kaijin)
This is a squad of 200 Shocker Combatmen, eternally at your service. They don't need food or water, and are absolutely loyal to you. The thing is… they're somewhat stupid and they're only slightly stronger than the average human. Even trained normal people stand a fair chance of being able to beat them in a fight. They respawn when killed, and can shoot themselves as living missiles, but they can only say the word "Yee!" when speaking. When saluting you they will also only use the Nazi Salute.

Stone of Gaia (-600, discount for Kaijin)
A mystical stone that allows the user to control weather, plants, and fire when implanted inside of them. A drawback of this is that the user's body becomes dependant on the stone's power, and will die if it is removed. However when implanted inside another person it establishes a telepathic link between you and them. With this connection you gain the ability to exert a mental influence over that person, and over time this will slowly erode their mind until all that remains is an empty shell. Once this happens, if you die while this stone is inside another person, instead of your chain ending your soul will come to inhabit their body. Can only be used this way once per jump, and if used the dependency on the stone's power will cease after the jump ends.

Companions

Canon Companion (-200)
With this option you can bring a native from this world with you on your adventures, provided you can convince them to come along. This can be anyone from a Kaijin, to a civilian, and even the Riders themselves. In fact, if you could take the Great Leader with you that'd be amazing! Lord knows he never stays dead and this world would be better off without him. Please take him.

Hope Doesn't Ride Alone (-50 or more)
You may spend 50 points per person to import or create a companion, or pay 200 to import or create up to eight. They each get a background of your choice for free and 600 points to spend on whatever you want. Like you, they also get 300 points for items only. They are unable to take drawbacks,

Drawbacks

You need more points? Let's see how much you will endure for them. You can only gain a maximum of

800 points from these. Any more drawbacks after that are just to add flavor to your experience.

Also Made By Shotaro Ishinomori (+0)
Shotaro Ishinomori didn't just make Kamen Rider after all. Skull Man, Super Sentai, Cyborg 009, and various others were all created by him. You may randomly encounter these people over the course of your stay in this world for a quick crossover adventure, but you are incapable of directly interfering with their stories. If you've encountered a character made by Shotaro Ishinomori in a previous jump, then they will recognize you here.

Clumsy (+100)
You aren't very coordinated. You're constantly tripping over yourself and bumping into things. You also have a tendency to accidentally attack your allies in a fight. Don't expect to be cool at all if you take this.

Tracking Device (+100)
You now have a tracking chip embedded in the back of your neck that you will be unable to remove for the next ten years. Gel-Shocker and its successor groups will know where you are at all times and will use this to their advantage. Expect attacks by Kaijin and other evildoers at least once a week.

Low-Budget (+200)
Wait. What the hell is this?! Why does everything look so... *cheap*. The Kaijin look more like actors in poorly designed suits than actual monsters, and is that a microphone you see at the edge of your vision?

Malfunctioning (+200)
There's something wrong with you. You're not as strong as you should be. You are now stuck at 25% of your full power.

Who's That Guy? (+300)
It seems Shocker still exists even in the future, because they've sent two of their agents to this point in time in an attempt to change history to their benefit. A cyborg calling himself Kamen Rider #3, as well as a robot calling itself Kamen Rider #4. Their mission is to kill you of course, and they've been specially made to do so. They've been briefed on all of your powers, companions, weapons, and strategies. So do not expect to surprise or defeat them easily. You will first encounter Kamen Riders 3 and 4 exactly one year after the jump begins.

Hope Rides Alone (+300)
Welcome to a world where Takeshi Hongo never broke free. Shocker is everywhere, and they are quickly taking over the world. They may suffer setbacks, but they cannot be beaten through brute force alone. You will have to fight them like an actual terrorist organization, so it's going to take more than just a few Rider Kicks to exterminate them. You are not leaving this world until you have completed your new goal: The permanent destruction of Shocker and the Great Leader.

Armor Zone (+400)
I REALLY don't recommend this one, but if you insist... One of the various evil organizations in this world has figured out how to mass-produce the powers of Kamen Rider Amazon in a manner similar to "Jumper's Guide to Incan Super Science" in an attempt to create an army. However, they weren't satisfied with their soldiers being only a third as strong as the original Amazon. So they used foul dark

magic of unknown origin to make up the difference. This lead to the unfortunate side-effect of instilling an absolutely uncontrollable urge to devour human flesh within in the Amazons. While the organization that created them generally had no problem with accommodating their hunger, there was an accident that caused the Amazons to escape. All 2000 of them. Now they run wild across Japan feasting on innocent people and generally fucking up what would have happened. The sad part is that most of the Amazons were normal people before being kidnapped and converted into monsters. But there is no way to save them. No powers, in or out of jump, can fix what has been done to them. The only option is to kill them to put them out of their misery. If you do nothing to stop them, they WILL get smart and start organizing themselves into the world-conquering army they were made to be. Only they'll be marching for food rather than for the organization that made them. If you took "Wild Child", you don't have the same urge to devour flesh as they do, but the general public will distrust you and want you dead if they find out you're an Amazon.

Shocker Jumper (+400)
You don't know how they did it, but they did. One of the evil organizations of this world has managed to create a perfect duplicate of you. This duplicate has all of your powers and is just as skilled in their usage as you are. They are absolutely loyal to the organization that created them, and their mission is to help their organization succeed in its goals as well as exterminate you. Be on your guard at all times.

Victory!

Well done! You've survived ten years in the weird world of Kamen Rider. What are you going to do now?

Stay Here – This world always needs heroes. There are rumors of an evil organization called the Badan Empire on the rise. Perhaps you should check it out?

Go Home – You have had enough adventures to last you a hundred lifetimes. Now you just want to see your family again.

Continue – That wanderlust of yours never dies, does it? Onto the next universe!

Notes

- This jump takes place from 1971 to 1981, and as such it only covers up to Kamen Rider Super-1.
- There is a second Showa jump that covers Black, RX, Shin, ZO, and J.
- Special thanks to Digger for figuring out how to word ‘Were You Expecting Nazi Gold?’ for me.
- Kamen Rider ZX is not generally covered by this jump due to only having one special instead of a show like the others. However in the future a Kamen Rider SPIRITS Scenario might be added alongside other possible Scenarios.
- When “Eternal Evil”is used, you are reduced to 1/8s of your full strength. This applies physically, mentally (not intelligence just mind-based powers), and spiritually. You will recover your full strength over the course of one full year.