Kamen Rider Heisei Part 4: Blade
A Jumpchain CYOA
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The year is 2004, and the world is much like the one you originally came from. However, the fate of mankind hangs in the balance as an ancient battle royale has begun once again in the present day. Ten thousand years ago, this battle raged between deathless creatures called the Undead in the name of supremacy over the planet. A singular Human Undead won the royale, and the rest were sealed away into cards while humans became the dominant species on the planet. Now, these Undead have been unsealed and the battle begins anew, with the fate of both humanity and the future of the planet at stake. To prevent this, a secret organization called BOARD has created the Rouze Card System to create two Kamen Riders by partially merging them with Category Ace Undead, giving them the power to fight and seal the Undead. Thus, Kamen Rider Blade and Kamen Rider Garren were born.

However, just a day ago, BOARD is annihilated by an Undead attack and an apparent betrayal by Kamen Rider Garren - Sakuya Tachibana - and many of the Undead are unsealed once again. The morning after this disaster, the Jumper arrives. What sort of hand will you play in this struggle, I wonder? You have +1000 Card Points to spend.

Age and gender are chosen freely. Try to have it make sense for your background.

Origins:

The Wild Card [Free] - You are the Joker, the wild card in this deck. You're not literally the Joker Undead, but you're a completely rogue element in this struggle - no family, no connections, no memories of life before in this world. What sort of hand will you play, Jumper?

BOARD Member [Free] - You were a member of BOARD, either as a third Kamen Rider or an acting member of the staff. Your organization has recently been destroyed, seemingly at the hands of Tachibana, and you're stuck operating on your own. It seems Kenzaki is still active and fighting the Undead as Kamen Rider Blade. Will you aid him, or take this chance to follow your own way?

Civilian [Free] - You were just a face in the crowd, an ordinary person living day-to-day life until a voice reached out to you. A mysterious Undead compels you to fight for them, promising to give you the power you need to defend yourself and those you love, for the fate of all of humanity hangs in the balance. Perhaps they want to use you. Perhaps their offer is genuine. Either way, you will find yourself caught in the Battle Fight, and very soon.

Undead [400] - While most of the ancient Undead are but feral monsters, you are one of the many exceptions to this rule. You are the 54th Undead, similar to the Joker Undead but without the apocalyptic destiny tied to your existence. Perhaps you seek to win the Battle Fight as you were originally meant to. Or perhaps you've grown attached to humanity, and wish there was another way? Either way, your fate is etched into the result of the Battle Fight, and you will be in conflict with the Kamen Riders and other Undead. Since you are an Undead yourself, you can use Rouze Cards as part of your biology, as opposed to needing a Driver to fuse with the sealed Undead first. Your Undead form is based on a single earthborn animal or insect in a humanoid form.

Perks:

Stop Staring! [100 - Free for Wild Card] - ...Jumper. Jumper! Jumper, pay attention, already! You have a talent for being able to unnervingly, unblinkingly stare at someone for an incredibly long time. This tends to be very unsettling to whoever is looking back at you, especially during tense moments you shouldn't be doing that. This also gives you a knack for non-verbal communication.

We're Friends, Right? [200 - Discount for Wild Card] - Something you will notice very quickly in this world is that supposed allies tend to suffer from a lot of misunderstandings or forced conflict, and a lot of things could have been cleared up if they just talked to each other instead of punching it out. While not all conflict is unnecessary, you are good at defusing battles caused by misunderstandings or falsehoods, preventing friends from fighting or wasting energy on manipulations caused by an enemy. This also makes you good at teamwork or keeping groups together.

Ex Nihilo [400 - Discount for Wild Card] - What...where did Jumper come from?! No one is expecting you when you arrive. Unless someone went out of their way to prepare for you, your appearance and array of unique abilities come completely out of left field for your enemies. This makes you excellent at sneak attacks or surprising someone with a new ability, making them prone to panic or poor judgement when facing you. And despite showing yourself as a danger, people habitually forget or underestimate the threat you pose, not accounting for your actions in their plans. Only those who hold a blood vendetta or an absolute obsession will be ready for you.

Jumper's Wild [600 - Discount for Wild Card] - The Rouze Card system is humanity's way of utilizing the sealed Undead and their unique powers. By partially fusing with a Category Ace Undead and channeling the powers of the other Undead through the device, one can become a Kamen Rider and fight these undying monsters head-on. Your unique nature has been applied to this - you have not only an in-depth understanding of the Rouze Card system, but you can adapt the system to work on other supernatural creatures. If you can capture a 'base form' creature to use as a Category Ace, you may transform into a unique Kamen Rider based on this

species, and capture other variations of the same species for different card effects similar to the Rouze Cards, perhaps even things akin to Fusion Jack and Evolution King.

This is not without risks, however. The fusion system requires both a fearless state of mind and strong willpower - creatures that greatly overpower the user can take over their bodies, or even forcefully fuse with them wholesale if the process is botched hard enough. This is almost never beneficial for the user, in case it needs to be said. You must also be able to defeat and bring such creatures to near-death before sealing them, much like the Undead themselves.

Ride The Wind [100 - Free for BOARD Member] - A Kamen Rider of BOARD, whether you are one yourself, needs to arrive on the scene quickly to confront the Undead wherever they surface. And what better way is there to get around than on a motorcycle? You are now a talented motorcycle rider, and can do stunts with one very easily without much risk to yourself.

Discard & Draw [200 - Discount for BOARD Member] - There are times where you must push forward with hot-blooded determination, and times you must be cold as ice in your decisions. Like the turn of a card, you've learned how to tap into this. You now have the ability to get your emotions worked up into a frenzy, bringing your determination and boiling blood up to the surface at will, giving you the stubbornness to push forward against a task. You can also let yourself become calm, careful, controlled, and pragmatic in your emotions - able to carry out the most stomach-churning of actions without skipping a beat. You may flip between either states at will, or cancel them out immediately. Try not to wear yourself out from stress, though.

Blade Brave [400 - Discount for BOARD Member] - In order to fight the enemies of mankind and to properly use the Rider System, you must have a clear mind without fear or doubt. That is what you now possess, being able to clear your mind of any doubts or fears with but a moment's concentration. Your willpower is much stronger, whether it is against hardship or attempts to control you, your mental strength as strong as hardened stone.

ELEMENTS [600 - Discount for BOARD Member] - You just have the strangest luck when it comes to unique powers or items. A Driver that can only be utilized by someone with a high fusion rate? Lucky you, that's just what you have. A certain blood type? No, it works just fine in your hands. Gender? Eh, it can make an exception for you. Artifacts, items, and technology that have a 'certain person' requirement work just fine in your hands, even if you don't quite fit the bill normally. Adverse side effects from trying to use said things just seem to slide off of you, as well. This doesn't help against sentient or malicious forces, which may still deny you or even harm you if you aren't prepared, but corrupting or restrictive forces have much less sway over you.

The Strongest! [100 - Free for Civilian] - When you make your debut, it should be a show-stopper...a moment that shows 'you', the person you really are. Upon introducing yourself to someone or a conflict, you are just charismatic and strong enough to make a strong first impression. This doesn't enable you to defeat stronger foes or convince those far beyond you

that you're anything but a show off, but your first appearance will definitely leave an imprint on the memories of others.

Smiles in The Dark [200 - Discount for Civilian] - You look so weak in comparison to others, but only because they know so little of you and your strengths. Those who seek to tempt others into vice and evil will approach you easily, mistaking you for easy prey, striking deals with you to grant you power...whether or not you accept is in your hands, but they'll quickly find they have made a grave mistake when you show your hand. Incidentally, this makes you good at telling when someone is lying to you or trying to swindle you out of something somehow. This effect can be toggled on and off.

A Royal Hand [400 - Discount for Civilian] - Evil is not a universal constant in all species, even those who are as mindless and monstrous as the many Undead. There is a spark of good or hesitation in all sentient beings, and somehow, you attract those towards yourself. Individuals who count as odd 'exceptions' to a rule - Undead always being driven monsters, demons always being evil made manifest, or kaijin who mindlessly follow orders - are pulled to you by the strings of fate. It may not even necessarily be those who have the capacity or desire for good, just those who are disenchanted with their current state of affairs and want something 'else'. That something 'else' tends to align perfectly with your own goals. Be a hero, draw in heroic outcasts from a herd of monsters. Be a criminal, draw in the greedy and the adventurous. No matter from what walks of life they may have been born from, if some capacity for it exists, you'll truly find your own birds of a feather.

For Those I Love [600 - Discount for Civilian] - Protecting those you love isn't a weakness, and neither is bearing the resolve to fight for them. You will find that attempts to exploit your emotions or put your loved ones in danger are akin to trying to fight a storm with a twig, and things just don't go the way your enemies expect - their erstwhile hostages escape, the memory of the worst moment of your life only makes you stronger and gives you more clarity, and so forth. Attempts to use your own ideals and emotions against you are turned upside-down, turning a losing situation into an advantageous one. The enemy won't break you through the weakness of your soul - they'll have to break you the old fashioned way.

Undying [Free and Restricted to Undead] - You are one of the Undead, created ten thousand years ago and now awakened to the present. As the name indicates, you are a creature that doesn't know the true touch of death - your organs are vestigial and unnecessary, and your blood is instead a green ooze that sustains your body. You will not age a day, even with the passage of time, and may yet exist to see the day the stars go out. However, you are not invulnerable - you can still suffer pain and injury like any other being, and while you cannot be killed by physical damage, sustaining enough of it to put you into a 'dying' state will cause the seal around your waist to shatter, leaving your body immobilized and weakened. In this state, you are vulnerable to being truly killed or sealed away, the latter of which is a loss condition for your chain for the duration of the jump. You will need outside help from companions or allies, or a different way of cheating death should you be brought into this 'defeated' state.

You Need A Hobby [100, Free for Undead] - Might I reccomend photography? You have to live among humans during moments of rest in the Battle Fight, so you need ways to kill time and let your focus drift elsewhere. You have a year of experience in a mundane trade or hobby of your choosing, and are quick to learn more about it should you seek to focus on it further.

Part of the Family [200, Discount for Undead] - Humans are such strange creatures. How could such feeble beings become the dominant species of this world? But there is compassion and conviction behind their words and actions, and you find that this generosity is extended to you. You will find ordinary, mundane people in worlds you visit will reach out to you - offer you a place to stay, a chance to talk over tea, maybe even offer you a job. These won't involve things like ancient conspiracies or military organizations, but it will do wonders to enrich your life in small ways - in addition to giving you places to be.

Where Is It…? [400, Discount for Undead] - Your mind is tempered by both experience in the Battle Fight and your nature as an Undead. By carefully watching the movements of an opponent or enemy, you can read their body language and accurately read their maneuvers and attacks with incredible precision, letting you easily keep initiative in a fight. In addition, if you're looking for something specific on their person - a weak point, a particular organ carrying an antibody, or where they're hiding a weapon - a few moments of keeping your gaze locked on them will let you accurately pinpoint where this specific item or element is. Note that this doesn't create weak points or such items out of thin air - they have to exist in the first place to be found.

Category: King [600, Discount for Undead] - You stand head and shoulders above the other Undead. Your physical strength and durability is stronger than many others of your species, and your will is strong enough that you could likely overpower a helpless fool who tried to harness your power...at least, if being Sealed didn't mean game over. In addition, the species you represent on Earth now acknowledges you as 'King', and members of that species will both go out of their way to protect you and obey simple commands you give them. The Undead, after all, represent individual species on Earth, and this is the kin you fight for.

If a Human takes this perk or you designate yourself as a Human Undead, you instead become a better specimen of human - stronger, faster, smarter, and a little better looking. While you're not an unquestionable King of Mankind, you will find yourself more charismatic and persuasive when talking to other humans.

Items:

J-Buckle [300 - Free for Undead] - In order to fight the Undead, you must be able to utilize the Rouzer Cards to fight and then seal them. This is a belt driver that is identical to either that of Blade, Leangle, or Garren's - and comes with a free copy of their respective Category: Ace. By inserting this card into the driver and activating Turn Up, it allows you to become a Kamen Rider based off of that particular Ace. It also allows you to utilize Rouze Cards for a variety of effects

similar to what the Undead sealed within said cards was capable of when it was unsealed. If you choose Leangle's version of the Buckle, you are instead able to use the Rouze Cards to summon the Undead as minions to fight for you in battle. This particular version of the Driver lacks the nasty side effects or attached strings of the originals, though as a consequence you won't be able to be transformed into an Undead or the Joker Undead from excessive use of Royal Cards. This is both a benefit and a downside, depending on how you look at it.

If you are Undead yourself, the Driver is instead the Chalice Buckle (despite you not being a Joker Undead) and enables you to transform into the Undead you have Rouze Cards of in addition to using their various abilities. You also receive a free copy of the Change Mantis card and the Spirit card that will let you assume a human form outside of battle.

Regardless of what version you have, if you had a previous transformation or 'henshin' device, you may merge it together with this device for an extra 100 points.

Aces High [100 - Two Purchases free with J-Buckle] - Of course, while the Ace card form provides a decent physical boost, you'll need a little more than that to fight. You may select one Rouze Card from the list later in the jump for each purchase of this, though you cannot select any Royal Cards or the Joker for it.

An Actual Deck of Cards [100 - Free for Wild Card] - It's a completely ordinary deck of 52 playing cards. Good for poker or boredom. They also makes a neat sound effect when you toss them through the air, and are sharp enough to double as mundane throwing weapons. Not much special otherwise, however.

A Weird Car [200 - Discount for Wild Card] - This is a really old vehicle, a car that you'd see more often in the 1920s than much of anywhere else. What else is strange about it is that not only does it still run, but it doesn't seem to run out of gasoline and can go for miles...though it's a bit loud and obnoxious. I guess it's good for novelty purposes?

J-Absorber [400 - Discount for Wild Card] - A unique device based off of the more powerful Rouze Absorber. While it can't properly channel the power of an Absorb Card to use a Royal Undead's power, it can instead combine the properties of two Rouze Cards, gaining the forms and abilities of both Undead contained within and adding them together. This gives the Kamen Rider who uses it a greatly enhanced base form, giving them a mix-and-matched 'J-Wild Form' made from this combo. If you lack a J-Buckle or equivalent to use, you may instead summon a 'chimera' formed from the two sealed Undead within the Rouze Card, which will follow simple orders and protect you with absolute loyalty.

Actual Archaeology Equipment [100 - Free for BOARD Member] - Well, archaeology is in BOARD's name and learning about the Undead involved a lot of digging through ancient sites. It's a simple box of tools for used of recovering sensitive artifacts, and everything you'd expect a professional archaeologist to use at a dig site.

Tracking Computer [200 - Discount for BOARD Member] - This probably looks a little dated to you by now, but this old-time computer has a special function - it has a city-ranged map that can detect the presence of Undead or other kaijin that you program it for, and will immediately give you an alert and location when one appears. Excellent for when you need to ride to the scene.

Rouze Absorber [400 - Discount for BOARD Member] - An upgrade that was designed to supplement the Rider system, the Rouze Absorber allows the Rider to initiate Fusion with a Royal Undead Card, which enables them to use a greater amount of power and change their form to match. It comes with the necessary Queen and Jack cards of your Suit for free, to boot. However, this stronger fusion with Undead carries some risks...while the Queen and Jack cards used in tandem are generally ‘safe’, a fusion with a King card would risk mutating the user or letting the sealed Undead break free while taking control of its would-be puppeteer. While the J-Buckle does not carry these risks, this still makes the form tiring to use. Tread carefully. This requires a J-Buckle or similar Driver to function properly.

Flashlight [100 - Free for Civilian] - Afraid of the dark? Well, that’s what this is for! It’s a handheld flashlight, complete with rechargeable batteries!...what? Not everything in this world is that impressive.

Rolling On Wheels [200 - Discount for Civilian] - Blue Spader, Red Rhombus, Green Clover...every Kamen Rider has a specialized motorcycle that can utilize Rouze Cards just like a driver, and are highly nimble to boot. You now own either a copy of one of these motorcycles, or one personalized for your own use, with an aesthetic or appearance theme of your choosing.

Two Pair [400 - Discount for Civilian] - Because it helps to have an extra hand in battle. This upgrade to the J-Buckle and its equivalents allows you to summon additional copies of your ‘Base Form’ to fight alongside you after repeating the henshin process. These duplicates aren’t as strong or durable as you are, but can utilize your abilities and operate in perfect sync with yourself. They are strictly temporary, however, and using this extensively can be exhausting. Still, five beats one, right?

A Camera [100 - Free for Undead] - Memories are an important thing to cherish, especially among beings as fleeting as humans. This is a simple, era-appropriate camera that is good for photography.

Jar of Undead Blood [200 - Discount for Undead] - Well, that’s...morbid. It’s a sample of an Undead’s lifeblood, or what passes off as it - looking something like a green ooze. While its true immortality function isn’t really built in, finding a way to safely introduce it to a human bloodstream could possibly find ways to reduce or even halt physical aging entirely. Or provide a nice conversation piece when someone checks out your Warehouse?

Sealing Stone Fragment [400 - Discount for Undead] - Going a step further, this damaged fragment is a piece of the Sealing Stone, now in your hands and possession for use. This item's function is its ability to create and combine Artificial Undead. They won't be completely immortal like their previous counterparts, but they are durable and loyal kaijin based off of various species from Earth, like the one you had originated from. With time, you may find other ways to 'enhance' their capabilities...or give them a purpose that doesn't revolve around a constant battle royale…

Companions:

Board of Jumper [100-200] - Have some friends? Want some new ones? For 100 points, you may create or import up to four companions, and four more for another 100. They receive a free background (except Undead, which needs to be bought) and 400 points to spend where they see fit.

Stacking the Deck [200] - Want to help Kenzaki fight for humanity? Do you believe in Tachibana-san? Want to show Hajime the worth of the multiverse? For 200 points a piece, you may take a canon character along with you if you can convince them to do so.

Drawbacks:
You may take up to 600 points in drawbacks.

Round Zero [+0] - The legend of Kamen Rider carries on, and has done so even before the foundation of BOARD. If you have jumped any Kamen Rider worlds in the past, they are now considered 'canon' to your jump, and the consequences thereof will carry on. I hope you didn't have any unfinished business.

Battle Fight [+0, Mandatory and Restricted to Undead] - The Undead are meant to fight to the absolute last to determine the fate of Earth, and you are no exception. You must either end the Battle Fight by being the last one standing, sealing or (somehow) permanently destroying all other Undead, or postpone the fight indefinitely by surviving with at least one other Undead besides yourself by the time your jump ends. What's worse, the longer the battle royale drags on, the more you will be urged to finish the fight, and it will take tremendous amounts of willpower to resist this. Should you be the victor, the fate of this world is in your hands, and you will be given one wish to alter it to your liking...supplanting it with your chosen Undead species or letting humans remain the dominant force on the planet.

JUMPER-SAN! [+100] - Your companions and allies will often stop during dangerous moments to stare blankly at you for several seconds. Unblinkingly. Judging. While they won't actually let you die, this will make situations incredibly awkward and problematic when they otherwise shouldn't be.

Unsteady Hands [+100] - Normally, all the Riders in this world (possibly including yourself) don't have to worry about losing their Rouze Cards, but now you suffer from dexterity problems and tremors regardless of how precise you normally are. Your aim is less accurate, your swing is more clumsy, and you have a habit of dropping your power-ups on the floor in a mess. This is problematic.

Lets You And Him Fight [+200] - It's not a Rider series without incredibly violent misunderstandings and fights between Riders! Your allies, companions, and other Kamen Riders will jump to the wrong conclusions at the drop of a hat and quickly resort to either hindering you or outright violence. The misunderstanding or thing you're fighting over will never be enough to kill over, but it will always last long enough to injure or seriously inconvenience the both of you. This happens with regularity, regardless of what measures you take to prevent it.

Ancient Terrors [+200] - The Undead have sensed your presence in this world, and it has made them much more bloodthirsty and potent than before. The Undead are much tougher than they were before, requiring an entire group of Riders to defeat before they can finally be sealed. What's more, a lot of them are now hunting after you specifically.

52 Pick-Up [+300] - Oh, great. Any gear or powers you had from previous jumps have been split into an entire deck of Rouze Cards, with an Undead carrying a small fragment of you in each one. Currently, they are sealed, but they are scattered across the jump and will eventually be unearthed. These Undead will go on a rampage immediately upon release, and you must put down each and every one - sealing them yourself will restore your original abilities, little by little, but this may be an uphill battle depending on how mighty you were before. You do not receive points for this drawback if this is your first jump.

Where...Am I? [+300] - Your memories from your previous jumps and life have disappeared. You are convinced your background is your entire life up to that point, and if you're a Wild Card you're a complete amnesiac. Your companions suffer from this as well, and your memories will not return until the jump concludes. I hope you didn't need to know something terribly important...

Rouze Cards:

[Spade]
Ace [Change] - Beetle Undead - Transform into Kamen Rider Blade
2 [Slash] - Lizard Undead - Increase the power of the Blay Rouzer or a slashing weapon.
3 [Beat] - Lion Undead - Increase the power of punches.
4 [Tackle] - Boar Undead - Increase the power of tackles.
5 [Kick] - Locust Undead - Increase the power of kicks.
6 [Thunder] - Deer Undead - Add electricity to the next attack the Rider makes.
7 [Metal] - Trilobite Undead - Change body into organic metal, reducing damage from attacks.
8 [Magnet] - Buffalo Undead - Allows temporary control over magnetism
9 [Mach] - Jaguar Undead - Enhances speed.
10 [Time] - Scarab Undead - Temporarily freeze time in a certain radius.
Queen - Capricorn Undead - Enables transformation into Jack or King forms. Requires Rouze Absorber.
Jack - Eagle Undead - Assume Jack Form, a stronger and flight-capable form.
King - Caucasus Undead - Assume the King Form. Effects vary, but the form is the strongest available within this jump's world.

[Diamonds]
Ace [Change] - Stag Undead - Transform into Kamen Rider Garren
2 - Armadillo Undead - Increases the power of the Garren Rouzer's or a ranged weapon's attacks.
3 - Frog Undead - Increase the power of uppercuts.
4 - Pecker Undead - Increase the firing rate of a ranged weapon or the Garren Rouzer.
5 - Whale Undead - Increase the power of kicks.
6 - Fly Undead - Add fire to next attack.
7 - Tortoise Undead - Transmute body into organic stone to reduce damage.
8 - Bat Undead - Heighten senses greatly, allowing for more accurate ranged attacks.
9 - Zebra Undead - Create a copy of the user.
10 - Chameleon Undead - Copies an opponent's form or an attack.
Queen - Serpent Undead - Enables transformation into Jack or King forms. Requires Rouze Absorber.
Jack - Peacock Undead - Assume Jack Form, a stronger and flight-capable form.
King - Giraffa Undead - Assume the King Form. Effects vary, but the form is the strongest available within this jump's world.

[Hearts]
Ace [Change] - Mantis Undead - Transform into Kamen Rider Chalice
2 [Spirit] - Human Undead - Allows the user to change into a Human form.
3 [Chop] - Hammerhead Undead - Increase the power of karate chops.
4 [Fly] - Dragonfly Undead - Allows the user to fly.
5 [Drill] - Drill Undead - Increases power of drill kicks and leg strength.
6 [Tornado] - Hawk Undead - Add wind to next attack.
7 [Bio] - Plant Undead - Create vines to bind and whip with.
8 [Reflect] - Moth Undead - Enables the user to reflect and repel enemy attacks.
9 [Recover] - Camel Undead - Heals injuries.
10 [Shuffle] - Centipede Undead - Enables user to re-use Rouze Cards.
Jack - Wolf Undead - Transform into Wolf Undead.*
Queen - Orchid Undead - Transform into Orchid Undead*
King - Paradoxa Undead - Enables transformation into Wild Chalice or Paradoxa Undead.

[Clubs]
Ace [Change] - Spider Undead - Transform into Kamen Rider Leangle
2 [Stab] - Bee Undead - Increase power of stabbing attacks.
3 [Screw] - Mole Undead - Increases the power of screw punches and adds a drill-like attack to offensive abilities.
4 [Rush] - Rhino Undead - Increases power of tackles and speed.
5 [Bite] - Cobra Undead - Increases leg strength and power behind scissor kicks.
6 [Blizzard] - Polar Undead - Add ice to next attack.
7 [Gel] - Jellyfish Undead - Change body into gel-like substance to reduce damage from attacks.
8 [Poison] - Scorpion Undead - Add deadly poison to next attack.
9 [Smog] - Squid Undead - Add smoke to next attack.
10 [Remote] - Unseals Undead within Rouze Cards as loyal servants.
Jack - Elephant Undead - Change into Jack Form.
Queen - Tiger Undead - Allows Form Change.
King - Tarantula Undead - Change into King Form.

*These forms were never used with a Rouze Absorber, so it's uncertain if they allow you to transform into a Jack or King Form utilizing one. Fanwank where appropriate.

Well, that sure happened. Where next?

Go Home

Stay

Move On

...come on, we both know the drill by now.