

Kamen Rider Black Sun Jump
v1.0

by SleepyWriter

The year is 2022. 50 years ago, the people of Japan began a coexistence with the Kaijin, and the relationship between the two groups has been tense to say the least. The Kaijin protest their treatment as second class citizens, various humans see them as subhuman monsters, and both are manipulated by those in power.

In a few days, the young activist Aoi Izumi will give an address to the United Nations on the topic of human-Kaijin coexistence, painting a target on her back and kickstarting a series of events which will shatter the fragile "peace". Lives will be lost, truths revealed, and the nation will forever be changed….

Which begs the question, dear Jumper; will you seek to intervene in these events? Or will you leave everything to fall into the black?

Take **1000 Choice Points**.

Starting Location

*Roll a **1d6** to determine where you start, otherwise pay 50 CP to choose your Starting Location.*

Backroad
A humble backroad, not too far from where Aoi and her friend Shunsuke go to school. This is the same place where the duo will be ambushed by the Spider Kaijin.

Gorgom Party Headquarters
The primary location and stronghold of the Gorgom Party, as well as the place where the Creation King resides. Better hope you have a good reason for being here.

Kotaro's Bus
The hideaway of Kotaro Minami, the long thought dead Black Sun. While he may be in a depressed and Ketamine addicted state, he might not be happy about you turning up on his front porch, so to speak.

Kaijin Village
The abandoned village where the Creation King was worshiped and the Kaijins themselves were created. It's pretty isolated, but be wary of anyone who comes snooping around.

Samezu Yokocho
A large warehouse turned into a mini-town Kaijin community. It's humble living, but the people here are relatively friendly, provided you aren't a human supremacist.

Free Pick.
You are free to choose where you choose from the available options, or from anywhere in Japan.

Age and Gender

You need to roll your age using a **1d20 + 1d8**.
By default your gender is whatever you were previously.
It is **50 CP** each to freely choose your own age or gender.

Origins

(Either Origin can act as a Drop-In option.)

Human [Free]
You are a Human, the current dominant species of the planet. While somewhat unremarkable compared to the abilities of Kaijin, there is something to be said for sheer numbers.

Kaijin [100 CP]
A race with somewhat mysterious origins, capable of transforming into more powerful forms based on a variety of organisms. Despite that, they're treated as second-class citizens at best.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Did You See The Sunrise? [Free]
You happen to have an excellent soundtrack that only you can hear. Whenever you transform, triumph, or otherwise wish, you'll find a fitting and epic musical score playing in your ear to make the moment even better. Of course, you can also let others hear this, should you wish.

Unforgivable! [100 CP]
No matter how easygoing or forgiving you might be, there are just some actions that are inexcusable, no matter what reasons there might be behind them. You possess incredibly strong emotions, capable of pushing you past any limits you may have and unleashing any further power you might have hidden within. Moreover, you possess a will that matches those emotions, capable of preventing you from losing control or your sense of self no matter the circumstances.

Hard Timer[200 CP]
Not everyone has the skills they need to survive in the world; however, you're something of an exception. You're skilled and knowledgeable in a wide variety of fields; from cooking, to crafting, to even combat. No matter the job, you can succeed in it fairly well to say the least. However, you are not a Master of All, more of a Jack of All Trades, so don't expect to stand toe to toe with the truly gifted professionals.

Gene Genius [400 CP]
The secrets of biology and genetics are a mystery as deep as the ocean….for anyone not you that is. You are a master in any conceivable method of genetic manipulation, splicing, augmentation, or similar science. Flawlessly splicing together genetic information that simply shouldn't work is child's play for your intellect. Recreating the Creation King and the Kaijin race should only take a couple lazy days for you at best. You can even splice multiple organisms together to make a sort of super Kaijin, should you wish.

Human

Not Even One Gram of Difference [100 CP | Discounted for Human]
There's no bones about it, you're a good public speaker. You can gain and hold the attention of a room, even if it was full of talking and arguing people. Your words can sway even lifelong enemies into accepting a truce, even as an untrained novice. Who knows what your charisma would be capable of with some proper training?

Our Fight is Eternal [200 CP | Discounted for Human]
There is a time for talk, and a time for action. You are an expert in the ways of recruitment, training, planning, and all the other skills that would go into forging a revolution. Moreover, you are unparalleled in your ability to distill your ideas into your followers, making them seek to fulfill your goals even if you've been dead for decades. Of course, you will still need to work for such loyalty….or at least have other means to gain it.

Searcher of Secrets [400 CP | Discounted for Human]
The world is a grim place, full of dark shadows and the secrets with them. Fortunately, you are quite capable when it comes to delving into those shadows to find the truth. You can dig up long lost secrets, shatter long-believed lies, and generally bring the truth to light with no doubt of how true it is. You are also very good at hiding yourself from the reprisal of any who would rather those secrets stay buried, and equally able when it comes to using those secrets as weapons.

Polity Leader [600 CP | Discounted for Human]

You possess the greatest power that isn't "true" power: you are a politician, and a damn good one at that. You know the ins and outs of your law, bureaucracy, and people, capable of running an entire government and dodging scandal with an almost childlike ease. Moreover, you are a master in blackmail, subterfuge, and manipulation, to where you can make a group of superhumans better than you in every way, submit themselves to you in just about every way. Of course, you are perfectly capable of using this to run an honest party and becoming an illustrious leader remembered for generations….but where's the fun in that?

Kaijin

Kaijin [Free and Mandatory for Kaijin Origin]
Each Kaijin is implanted with a belt-like organ and a special stone, created from the DNA and Vital Photons of a non-human organism. This endows many benefits, such as a longer lifespan, increased healing, and the ability to transform into a monstrous form based on the organism whose genes they share. In their transformed states, a Kaijin is capable of great feats of strength and ability, with even weaker ones capable of tossing a grown man almost a kilometer away with ease. Some stronger Kaijin even possess additional abilities based on their source organism. However, as a general rule, Kaijin are still rather vulnerable to human weaponry.

Selective Shifting [100 CP | Discounted for Kaijin]
Most Kaijin have a very tenuous grasp on their ability to transform. Some can only change certain parts of their bodies, some may destroy their clothing, some may even have outright agonizing transformations….but not you. You have perfect control over your ability to transform, to the point where you can change your limbs and back within seconds, with only slightly longer should you wish to fully transform. Moreover, your transformations are painless and don't have any negative effects on what you might be wearing or carrying. This perk will also apply to any other transformation or shapeshifting abilities you have/gain.

God Blood [200 CP | Discounted for Kaijin]
Through some strange turn of fate or quirk of nature, you possess the same ability that makes the Creation King so desired: your body naturally produces an extract that can be used to create Kaijins, as well as Heat Heaven. This bestows several benefits, most notably an increased healing ability and resistance to illness/disease, near-completely ageless longevity, and a vitality that can keep you alive even as separate body parts. However, it does not do anything to increase your combat ability, so be careful who you let know of this power, since there will be no end to those who wish to exploit it. In future jumps, this will update to include other such miraculous substances, such as Phoenix Tears, Elixirs of Immortality, and super-soldier serums.

Fourth Priest [400 CP | Discounted for Kaijin]
Among Kaijin, you are a cut above the rest, comparable to even the three "Priests", the leaders of Gorgom. Like them, your Kaijin form is not based on a common organism, but rather something rare and potentially even extinct (dinosaurs, trilobites, and more are all valid here). Moreover, you will possess some other, more potent abilities, like being able to manipulate elements. You're still not invincible or anything, but no normal Kaijin can hold a candle to you.

Century King [600 CP | Discounted for Kaijin]
Compared to your fellows, you are a King, potentially even a God in the making. You were implanted with a Kingstone, a special Kaijin stone that is of a far higher quality than any other, with many other mysterious secrets. In other words, you are as close as you can be to being a Creation King without actually being such. Thus, you have the potential to develop its abilities, such as telekinesis, the ability to focus Vital Photons for more power (and powerful attacks like kicks or punches), and who knows what else. Moreover, with intense emotion, you can evolve your Kaijin form to an even stronger,

more streamlined state. Even beyond this, you are simply all around better than any other Kaijin, capable of pushing past grievous wounds without any significant loss in ability.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

Kamen Rider Black Sun [Free]
A copy of the complete Kamen Rider Black Sun series, including supplemental materials. It can be in any format you want, from a folder on your smartphone to even a VHS. It even comes with accurate translations in any language!

Battle Hopper [100 CP]
A heavily customized Honda motorcycle, meant for use by one of the Century Kings. Under the grasshopper themed plating is a true marvel of engineering, surpassing any modern motorcycle in function, durability, speed, and comfort. As if that isn't enough, the Battle Hopper is also designed to run for centuries with minimal fuel and maintenance with no loss in performance. Should you wish, you can instead take it's "brother", the Road Sector.

Century King Blade [200 CP]
How did you get this? This is a leg ripped from an insectoid Kaijin, fashioned into a makeshift sword. Despite its nature, it is an excellent weapon surpassing the best melee weapons that the truly talented masters can craft, capable of cleaving through most materials without any loss of durability or sharpness. The sword is also capable of absorbing and channeling energy from practically any source imaginable, increasing its awesome cutting power even further. And, for some reason, it can restore itself to peak condition if it's ever damaged or destroyed.

Kaijin Lab [400 CP]
Well, this is rather impressive. What you have here is a top of the line laboratory meant for the purpose of genetic manipulation. Any genetic research, procedures, or experimentation that takes place in this lab will produce 10x the benefits at 5x the speed, with maybe a 1/10th of the side effects and danger (barring any other boosts). Additionally, the lab also comes with a complete set of notes on all the procedures,

science, and research that went into creating the Kaijins, including the crystals, the Drivers, and even the Creation King himself…..

Human

Pickets, Posters, and Protests [100 CP | Discounted for Human]
A nice cache of supplies for peaceful protests. No matter what your message is or how much someone might disagree with it, these supplies will make anyone who you show it to be more willing to consider and even accept your views. Still, it might take some time and proper charisma to make real change.

Blackmail [200 CP | Discounted for Human]
A stockpile of "motivation" for whatever foes you have. Incriminating photos, sensitive data, damning records of all shapes and sizes rest in here, all undeniable in their veracity. It's more than enough to make someone bend the knee, even a powerful political group. Of course, you might have trouble if they decide to make sure no one can reveal such information. This updates for any future settings you may visit.

Rebel Camp [400 CP | Discounted for Human]
What is a leader to do without an army at their side? You possess the ownership of a small(ish) military style camp, filled with your own militia, which will follow you through your Jumps. Each member of this small army is on the young side, but their competence and loyalty to you simply cannot be questioned, and, should they fall, will be replaced with an equally competent and loyal member. Moreover, the Camp is an exceptionally good training ground for any sort of military or army you might have, and will grow to accommodate any additions or upgrades to your army, as well as any boosts or other enhancements to their quarters or training.

Satansaber [600 CP | Discounted for Human]
A fitting weapon to end a "God". Being something between a cavalry saber and a katana, the Satansaber is a weapon created to end the life of the Creation King. This weapon can pierce through all manner of defenses, such as physical armor, psychic barriers, and will even nullify healing factors. No matter how immortal or unbeatable the foe, the Satansaber will reduce them to ash, never to return.

Kaijin

Hermit Special [100 CP | Discounted for Kaijin]
A broken down bus-turned living space. It isn't 5 star accommodation, not by any means, but it's surprisingly comfortable nonetheless. It also comes with various replenishing survival/portable supplies, such as MREs, portable TVs, a generator with infinite fuel, and plenty of other little goodies. Moreover, it's a perfect hideaway, and no one will find you here if you don't want them to, not even if they have an army searching for you or other abilities to detect you.

Heat Heaven [200 CP | Discounted for Kaijin]
A special drug meant for Kaijins, created from Creation King extract and…."organic materials". Besides providing a high comparable to the strongest drugs, Heat Heaven also heals and strengthens the Kaijin that consume it, with long term use arresting the process of aging. You gain a case of Heat Heaven that regenerates every week, as well as various notes on how to make more of it should you wish. Oh, and don't worry, the organic stuff for your supply is ethically sourced, no murder involved at all.

Gorgom Party [400 CP | Discounted for Kaijin]
Your own political party of Kaijin, complete with your own fortress headquarters. Not only is every inhabitant of the building a politically savvy superhuman who eagerly lives and dies by your word, but the building itself is an extremely good prison for anyone who gets in your way. No matter what powers or abilities they might have, once they are your prisoner, they will find themselves unable to escape or use those powers unless you wish to set them free. The building also has some quite robust scientific facilities should you wish to….make use of your captured foes.

Kingstone [600 CP | Discounted for Kaijin]
A mysterious pair of stones, of a far higher quality than other Kaijin stones, which have the power to birth a new Creation King. Each purchase will give you one Kingstone. When implanted into someone, they will gain the benefits of the **Kaijin** and **Century King** perks. Moreover, possessing a Kingstone will slowly enhance and evolve any genetic based powers and abilities its owner possesses, making them unequivocally better in every way, with seemingly no upper limit. The user may even develop new powers and abilities. If you possess both Kingstones, you can even use them to turn someone into a Creation King, but such a process will result in the subject losing their sense of self without further development or a strong will.

Companions

Companions can purchase more companions.

Companion Import [50-200]
Depending on how much you pay you can import a number of companions into this jump. For 50 CP you can do this with 2, For 100 CP you can create or import 4, for 200 CP you can create/import 8 companions, and lastly for 400 CP you can import all of your companions. Each companion receives 600 CP each and gets to pick an origin.

Canon Companion [100 CP]
If you befriend any of the people of this world, you may recruit them as companions. By paying 100 CP, you will get a good start on a relationship with them, but you'll have to actually convince them to join your Jumping on your own.

Aoi Izumi [100 CP]
A political activist turned revolutionary in the making, Aoi Izumi and her family have had a long history with the Kaijin race, with mixed results to say the least. Because she held onto a Kingstone for years on end, her conversion into a Mantis Kaijin had given her powers not dissimilar to the **Century King** perk. Moreover, she possesses **Not Even One Gram of Difference**, as well as **Our Fight is Eternal**.

Drawbacks

Swinging Seventies [+0]
Well now. It seems you aren't starting in 2022 after all. Rather, you're starting in 1972, around the time Kotaro and Nobuhiko would first come into contact with the Gorgom movement. Who knows what changes you could make here?

Locked Form [+100 CP]
Huh. For some reason, your control is shot. Whatever alternate form you have, you are now locked into that form for the duration of the Jump. You can disguise yourself, sure, but you better hope you're not too horrifying, otherwise you might find yourself an outcast even among the Kaijin.

Prisoner [+200 CP]
Well, it seems like Shadowmoon has a cell mate. You've been captured by Gorgom and kept in the same cell as Nobuhiko Akizuki, a year before the start of the series. No perk or other power will help you get free until canon rolls around, not by brute force at least. Trickery and charisma might be helpful, though.

Degradation [+400 CP]
It appears something went wrong with the process that turned you into a Kaijin. Now, you will slowly mutate in your Kaijin form, growing larger and more decrepit. And even if you try to refrain from transforming, you'll find yourself slipping into your Kaijin form more and more as time goes on. Eventually, you'll find yourself barely aware of the world around you, unable to act under your own power except for survival. Granted, that last stage will only take effect around the last two years or so of your time here, but it's still not fun. This also includes any other transformations or alternate forms you might have.

Black, Not Black Sun [+600]
Well, this is a twist. Rather than a corrupted political group, Gorgom is now a secret cult which has ruled the world for eons. The Kaijin? A created master race who hide in the shadows, waiting for Gorgom to call on them for whatever deeds or crimes they need done. And the Century Kings? A pair of converted humans, meant to fight each other to the death to determine the new godlike ruler of Gorgom and the world as a whole. In other words? You've ended up in Kamen Rider Black, with the attention of Gorgom on you, and only your purchases from this Jump to help you. Good luck, Jumper. You'll need it.

Decisions

You have three choices …

Go Home: Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

Stay Here: Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

This Jump is made from both a mix of my own understanding of the show's lore and concepts, as well as supplemental materials from the Kamen Rider Official Website and the Kamen Rider Wiki.

Vital Photons, according to the Century King Sun Driver toy, are the "Root of Life present in the bodies of all living things", which flow through Vital Circuits, pathways that are incorporated into the bodies of anyone altered into a Kaijin to dramatically alter their structure and abilities, by way of a Kaijin stone created from the Vital Photons and genetic material of other living organisms. However, after this stone is implanted the first time, it is no longer required for a Kaijin to transform, which is also true for the Kingstones. Excess Vital Photons are also expelled from the body in the form of steam, like when a Kaijin transforms. In general, think of the Vital Photons as your standard life/bioenergy, and any perks which increase such things will also be effective for Vital Photons.

Kaijin can apparently interbreed with Humans, and the resulting child(ren) will be born a Kaijin. However, it seems that these second-generation Kaijin are weaker than their parents, as shown by Shuusuke. As for how a child can be born with the implants and stone needed to become a Kaijin, the Sun Driver toy states that the Driver is composed of artificial cells that can spread throughout the body and reform in a preprogrammed state for transformation. Thus, it's a headcanon of mine that any second-gen Kaijin will naturally develop these artificial cells, and presumably a Kaijin stone to go along with them.

As for what abilities you can develop with **Fourth Priest**, I'll leave that for responsible Fanwanking. In canon, some of the weaker Kaijin Gorgom sent out after Aoi include the Anemone Kaijin, who could shoot razor petals, generate vine whips, and even created a pollen that could prevent Kaijin transformation. With **Fourth Priest**, you are naturally stronger than that. And in regards to what creatures you can become….have at it. Be the T-Rex Kaijin you always wanted to be.

Change Log

v0.5

Initial Creation

v0.52

Minor edits to **Century King**, **Kingstone**, and the **Companions** section. Added **Notes**.

v1.0

Completed Doc, added **Searcher of Secrets**, **Rebel Camp**, and **Gorgom Party**.

v1.1

Deleted Drop-In Origin, minor edits.