Ressha Sentai ToQger 1.0

By saiman010



Introduction:

Welcome, Jumper, to a World of Imagination and Trains!

All aboard, because you just got a one-way ticket to the wackiest Sentai adventure yet! In this world, imagination isn't just for daydreaming—it's a literal, physics-defying power source that fuels giant mechs, rainbow-colored superheroes, and an interdimensional train system. But, of course, where there are bright, candy-colored hopes, there must also be shadowy, doom-and-gloom villains lurking to ruin everything. Enter the Shadow Line: a bunch of fashionably evil weirdos who want to cover the world in darkness by running their own spooky ghost trains straight into people's misery. Yes, that's right—evil trains. You're in a world where the ultimate battle is between optimism-powered locomotives and edgy goth railways.

Luckily for humanity, the Ressha Sentai ToQger is here to derail the Shadow Line's plans! Led by the power of sheer belief (and questionable logic), five plucky young heroes defend the world using the Rainbow Line, swapping colors, weapons, and even powers mid-fight because why not? They pilot massive train mechs called Ressha, which combine into a colossal robo-conductor that can literally suplex evil into submission. But plot twist! The ToQgers are actually missing children who forgot they were missing children! Turns out, using extreme imagination energy makes your memories go poof. Don't think too hard about it. Actually, no, do think about it—because now you're here, and things are about to get even more ridiculous.

And so, Jumper, your journey begins! With 1000 CP in your pocket and a world of sentient trains, villainous melodrama, and aggressively cheerful theme songs ahead, what will you do? Will you join the ToQgers, wielding the power of imagination and bad puns to protect the world? Will you hop aboard the Shadow Line, because evil train conductors have the best fashion sense? Or will you carve your own path, perhaps finally answering the age-old question: What happens if you punch a train really, really hard? The tracks are laid, the whistle's blowing—your adventure begins now!

Starting Locations:

As you enter this world, you must choose where your journey begins. Your starting location will shape your experiences, allies, and the absolutely bonkers nonsense you'll encounter.

1. Anywhere in Japan (But With Trains!)

Welcome to Japan! The land of bullet trains, convenience stores, and occasional giant robot battles. You might start off as a totally normal human just living your life—until a neon-colored train crashes through reality and drags you into a fight against evil. Maybe you're a high schooler who suddenly discovers they can punch shadows into oblivion, a train station worker who accidentally steps onto the Rainbow Line and can't get off, or even a confused tourist who just wanted to see Mount Fuji but now has to drive a mecha instead. Wherever you begin, one thing is certain: trains are going to be involved, and reality is about to get very flexible.

2. The Shadow Line (All Aboard the Edgy Express!)

Welcome to the Dark Stations, the classy yet ominous realm of the Shadow Line! Here, every train ride is first-class, the lighting is just right for dramatic villain monologues, and despair is the preferred form of currency. You might be a newly recruited Shadow Monster, an aspiring train-themed villain, or just someone who took the wrong train and now has to pretend they totally meant to do this. You'll have front-row seats to the Shadow Line's grand (and surprisingly inefficient) schemes to cover the world in darkness. Whether you climb the ranks of train-themed evil or just steal a fancy villain cape and bail, this is the place for those who like their aesthetic dark, their trains ominous, and their plans overly dramatic.

Origin:

Your origin determines not just your background but your starting age, shaping your knowledge, experiences, and overall level of confusion when trains start doing impossible things. Your gender is yours to choose freely, and your age will be determined based on your chosen origin. Also, any origin can be a drop-in option, meaning you can enter this world with no prior memories and just roll with the insanity.

1. Lost Kids (Wait, We Were What?!)

Turns out, only kids can see the Rainbow Line. That means you, Jumper, are one of the special chosen ones who can wield the power of imagination! The catch? You can choose to be anywhere from 8 to 12 years old, but your body will look like an 18 to 21-year-old adult. That's right—one minute, you're playing in a park, the next, you're a full-grown adult in a flashy spandex suit, piloting a train robot, and wondering why your favorite food is still chicken nuggets. Have fun explaining this one to people.

2. Rainbow Line Attendant (Train Maintenance is Serious Business)

You work for the totally legitimate and not at all logic-defying interdimensional train company that keeps the Rainbow Line running! Your job? Maintaining the tracks of pure imagination, ensuring the Ressha are in top shape, and occasionally fighting evil with a wrench. Your age does not matter—whether you're an overworked train conductor in your 40s or an enthusiastic intern who still doesn't understand why trains can punch things, you're here to keep the Rainbow Line rolling. Be warned: Your bosses may be talking trains, and your coworkers might be magical warriors who have no concept of workplace safety.

3. Shadow Line General [400CP](Dramatic Cape Optional, But Encouraged)

Oh, so you want to be on the cool side, huh? Welcome to the Shadow Line! As a Shadow Line General, you command the forces of darkness, operate your own sinister train, and spend an unreasonable amount of time posing menacingly in dim lighting. You can be anything from a refined, scheming mastermind to a complete train-themed disaster with a flair for theatrics. Your age? Doesn't matter. You could be an ancient darkness given human form or a 19-year-old who just really likes gothic aesthetics. Either way, you are now part of the most melodramatic villain organization to ever ride a locomotive.

Perks:

Here perks are 50% off based on origins; also 100CP discounted perks are free.

General

Battle Poses Are Cool [Free]

This is a world of Super Sentai, and with it comes one undeniable truth—battle poses are essential. You now possess the instinctive ability to strike a dramatic pose before battle, and no matter how unnecessarily complex or gravity-defying it is, you will always execute it flawlessly. Backflips? Sure. Mid-air spins? Absolutely. Finger guns followed by an explosion? Of course. And the best part? Your enemies will always wait patiently while you pose and transform, bound by the unspoken laws of dramatic tension. Whether you are alone or with a team, you will always look cool as hell.

You may also accompany your pose with a powerful declaration of justice, an edgy villain monologue, or something uniquely your own. Go ahead—shout something ridiculous like, "I am the unstoppable locomotive of destiny!" No one will question it. In fact, they'll probably be impressed.

Imagination Power!! (Free for All Except Shadow Line Generals, Costs 400 CP for Them!)

Choo choo, here comes the hype train of limitless potential! 🚂✨ With this perk, you gain access to Imagination Power, the mystical energy that fuels the Rainbow Line and turns pure creative thinking into reality!

Want to make a giant sword materialize out of nowhere? Done. Need a bridge made of rainbows to escape a collapsing battlefield? Easy. Fancy a dramatic, over-the-top transformation sequence complete with sparkles? You got it. As long as you can imagine it, you can make it happen!

This power is the backbone of the ToQgers, allowing for absurd combat feats, on-the-fly problem-solving, and reality-bending nonsense that makes scientists cry. Whether you're summoning a weapon, reinforcing your attacks, or turning pure optimism into a devastating final move, Imagination Power makes the impossible possible.

However, if you're a Shadow Line General? Well, tough luck, buddy. Your dark heart rejects joy, color, and the raw, unchecked chaos of hyperactive train-themed heroes. If you really want access to this, you'll have to cough up 400 CP and betray your brooding aesthetic. Worth it? Maybe. But you will have to endure your villainous peers whispering, "Ugh, he started doing the rainbow thing..." behind your back.

Darkness Power (Free for Shadow Line Generals, Costs 400 CP for Other Origins!)
Oh? You thought light and imagination were the only powers in this world? Fool. Darkness holds just as much potential—and it looks way cooler. As a Shadow Line General, this power is your birthright.

Darkness Power allows you to manipulate shadow energy, fuel your abilities with raw negativity, and create spooky, evil, and unnecessarily dramatic attacks. Need to summon shadow minions? Easy. Want to turn into a giant, monstrous version of yourself when defeated? Obviously. Thinking of forming a gothic train of doom to crush your foes? Why wouldn't you?

Your abilities thrive in misery, fear, and despair, meaning that the more chaos and suffering around you, the stronger you become. Heroes may talk about hope and friendship, but you? You harness the raw, unfiltered power of people missing their trains and spilling their coffee first thing in the morning.

If you're not a Shadow Line General but still want this power? That'll cost you 400 CP, because tapping into the forces of darkness without the proper mysterious villain aesthetic is, frankly, just cheating. But hey, maybe you're a hero who likes a little edge. Or maybe you just think black and purple energy beams look cooler than rainbow lasers. Either way, it's yours—just be careful not to get too dramatic and start monologuing about how light is weak and fleeting… because once you start, you may never stop.

Ressha Sentai ToQger Soundtracks [100 CP]
Deep within your mind lies the complete soundtrack of Ressha Sentai ToQger, ready to be played at will. Need a hype battle theme? Got it. A somber melody for when things get too real? You bet. That legendary opening song that somehow makes everything feel like the most important moment in history? Oh, you better believe it.

Even better, if you focus, you can project this music outward so that everyone around you hears the perfect soundtrack for the moment. Nothing elevates a dramatic entrance, an intense duel, or a heartfelt farewell like a perfectly-timed musical score. Imagine the sheer chaos of blasting high-energy train rock while doing parkour through a battlefield. Or playing sad orchestral strings while you dramatically stare into the distance. The possibilities are endless, and your life just became a fully scored masterpiece.

Fun World [Free / 100 CP]
Welcome to a world where seriousness has been sent to the Shadow Realm, and everything is just a little more ridiculous than usual. Everyone's personalities have had their sillier aspects enhanced by 125%, meaning even the most brooding villain will now deliver at least one dramatic train pun per monologue. Expect heroes to make motivational speeches that somehow turn into stand-up comedy, enemies who roast themselves before you even get the chance, and bystanders who react to giant robot battles like it's just another Tuesday.

This comedic essence is free while you are in this world, ensuring that no matter how intense things get, someone will break the tension with a perfectly timed one-liner, an over-the-top reaction, or a completely unnecessary—but highly appreciated—flip.

But wait! Do you want to carry this beautiful absurdity into future worlds? You can pay 100 CP to keep this perk forever, letting you toggle it on or off whenever you like! So whether you want every world to be a wacky, joke-filled adventure or just need to lighten the mood occasionally (looking at you, grimdark universes), this perk ensures that life will never be too serious again.

Battle Proficiency (Varies / Shadow Line Generals Get the 200 CP Variant for Free!)
Your skill in combat determines your effectiveness against the forces of light and darkness, whether you're defending the world with rainbow-powered imagination or terrorizing it with the undeniable might of evil trains. Whether you're a fresh-faced recruit or an absolute menace on the battlefield, this perk shapes how well you fight.

Inexperienced [Free]
You have all the fighting prowess of someone who just realized punching is an option. Maybe you throw kicks like a giraffe on roller skates, or perhaps your sword swings are technically attacks but mostly just flailing with extra steps. You'll probably struggle against even basic enemies, like foot soldiers or particularly aggressive pigeons at the train station. But hey, no worries! Every hero (or villain) has to start somewhere, and only through experience—and possibly getting suplexed by a train-themed monster—will you improve.

Novice [100 CP]
Okay, you've figured out which end of the weapon goes toward the enemy—progress! You've now got enough combat experience to handle yourself in a fight, and you can effortlessly mop the floor with low-level goons like the Kuros of the Shadow Line. You've got some actual reflexes, technique, and battle awareness now, meaning you probably won't trip over your own feet mid-battle. You're not legendary yet, but at least your enemies have to actually try to hit you instead of just waiting for you to fall over on your own.

Experienced [200 CP / Free for Shadow Line Generals!]
Now we're talking! You've reached the point where you can go head-to-head with the big boys—specifically, the named monster-of-the-week villains who show up, talk a big game, and then explode dramatically when defeated. These enemies usually have absurd powers, healing abilities that make no sense, and one super move that gets shouted dramatically before attacking. And you? You can hold your own against them like a true warrior!

If you're part of the Shadow Line, congrats! You get this for free, because you're already an elite warrior of darkness, and evil trains don't hire scrubs.

Veteran [400 CP]
Oh. Oh no. You're one of those guys—the kind of fighter who only shows up when things get serious. You're at the absolute peak of combat ability, on par with the greatest warriors of this era. If you're a hero, you're the unstoppable powerhouse who makes villains regret their life choices. If you're on the Shadow Line, you're now an elite villain who doesn't just explode after one fight—you show up again and again, getting stronger every time until the final battle.

You can go toe-to-toe with the most absurdly overpowered train-themed warriors in history, and if someone challenges you, they'd better be ready for the beatdown of a lifetime. At this level, you don't fight enemies—you utterly demolish them in theatrical, explosion-filled combat that defies all logic.



Lost Kids

Children Fighting Style [100 CP]

Why fight like an experienced warrior when you can fight like an absolute menace with no sense of self-preservation? With this perk, you master the ultimate form of chaotic combat—the kind that only a hyperactive, sugar-fueled child could come up with.

Expect to dodge attacks with slapstick-level unpredictability, fight dirty with completely legal but extremely annoying tactics (finger pokes, shoelace traps, surprise headbutts), and confuse your enemies into submission with sheer nonsense. You might swing a weapon like it's a baseball bat, tackle opponents WWE-style, or just refuse to go down purely out of spite and boundless energy.

Strangely enough? It works. Your unpredictability makes you absurdly difficult to counter, and somehow, every ridiculous attack lands perfectly. You are the embodiment of "I'm not trapped in here with you—you're trapped in here with me."

Train Pilot [100 CP]

Congratulations! You are now an expert train pilot, and yes, that absolutely includes magical transforming trains powered by friendship, darkness, or whatever nonsense happens to be in this world.

You can now operate any train-based vehicle like a pro, whether it's a high-speed commuter train, a massive mecha locomotive, or a cursed ghost train piloted by the souls of the damned. You can pull off impossible stunts, like drifting a train, battling in mid-air, or fighting kaiju while still making scheduled stops.

If someone says "You can't pilot that, it's way too complex!"—they are wrong. You just hop in, press some buttons with confidence, and BOOM—you're the best train driver this world has ever seen.

What's Yours Is Mine, and What's Mine Is Yours [200 CP]

Ever get jealous of a teammate's cool weapon, armor, or reality-warping super gadget? Worry no more! With this perk, you can now use any weapon, item, or piece of equipment belonging to an ally as if it were your own, completely ignoring any restrictions or requirements.

That cursed demonic sword that only “the chosen one” can wield? You pick it up and swing it like you were born with it. That mecha that supposedly only responds to someone with ancient royal blood? Guess what—you’re in the pilot seat now. Even class-based restrictions (like “only a dark overlord can wear this armor”) mean absolutely nothing to you.

If your teammate has it, you can use it. And if you have it, they can use it too. Sharing is caring, after all!

Age Is Just a Number [200 CP]
Normally, imagination fades with age, and with it, the reality-warping power of childhood wonder. But not for you!

With this perk, your imagination-fueled abilities will never weaken or disappear due to age, ensuring that no matter how old you get, you still believe in the impossible—and make it happen.

Even outside this world, this effect extends to any power, ability, or trait that is normally lost with age. Whether it’s a supernatural strength that should fade over time, a "youthful vitality" bonus, or even a power that only works for “young chosen ones”, you keep it forever.

While others will groan about getting older and losing their edge, you’ll be out there pulling off physics-defying battle moves at 90 years old, cackling like a madman while flipping a mecha train into a roundhouse kick.

Clayvoirance [400 CP’]
Congratulations! You now possess Clayvoirance—a mystical and completely nonsensical power that lets you see things you really shouldn’t be able to see. Whether it’s hidden truths, the exact location of an enemy’s weak spot, or what’s happening on the other side of the planet, your mind’s eye is now running on 100% plot convenience.

Need to find a lost artifact buried under a mountain? No problem. Want to predict your opponent’s next move before they even think about it? Easy. Trying to figure out who ate the last slice of cake in the fridge? It was Greg. It’s always Greg.

Of course, like all overpowered vision powers, it sometimes gives you weirdly specific knowledge that is either extremely helpful or just completely useless at the moment. ("Ah, yes, I now know where the villain's secret base is! Also, I just learned that raccoons can fit into a space the size of their skull. Neat.")

Whether you use this power to become an all-knowing strategist, a mystical prophet, or just the world's most annoyingly accurate guesser, the choice is yours.

Darkness Resistance [400 CP]
The Shadow Line's corrupting influence feeds off misery, despair, and general villainous monologues about how "light is weak". Normally, standing near this kind of soul-crushing negativity would turn you into an edgy, brooding mess, but not you!

With this perk, you are now completely resistant to the negative effects of the darkness caused by the Shadow Line. No more sudden emo phases, no more "Oh no, I feel weak in the presence of this evil aura" nonsense, and definitely no more getting mind-controlled because the villain whispered something ominous at you.

In fact, you're so resistant that standing in a void of pure darkness feels like standing in a mildly shady park on a summer afternoon. If some ultra-powerful villain tries to corrupt your soul, you'll just stand there like, "Okay, but have you considered: No?"

Even outside of this world, any darkness-based mind control, emotional manipulation, or despair-inducing magic will just bounce off you like a rubber ball hitting a brick wall. And if anyone asks how? You just shrug and say "I refuse."

Purifying Light [600 CP]
There are glow sticks, there are flashlights, and then there's you—a walking, talking, friendship-infused, hope-powered, reality-breaking beacon of pure, unfiltered LIGHT. And oh boy, does evil hate you for it.

Your Purifying Light is not just for show—it eradicates curses, shatters dark magic, and melts corruption faster than ice cream on a summer sidewalk. If an enemy thrives in darkness, your very presence turns them into a sad, weakened mess questioning all their life choices. Cursed artifacts? Poof. Mind control? Not on your watch. That one guy who refuses to shower? He will smell like lavender whether he likes it or not.

And yes, this works outside of this world too. Wherever you go, darkness-based threats will tremble in fear, knowing that the second you show up, their villainous monologues will be cut short by the power of pure, radiant, overly dramatic justice. You don't just fight evil—you obliterate it, preferably while delivering a speech about the power of hope, love, and believing in yourself.Your glow is eternal. Your speeches are unstoppable. And sunglasses? Highly recommended.

ToQ Rainbow [600 CP]
Imagination is power, and you, my friend, have just been upgraded from "creative problem-solver" to "reality-warping rainbow deity". Your imagination is now so strong that physics itself looks at you and goes, "Yeah, sure, whatever you say." You can manifest weapons, summon tools out of nowhere, and even create entire battlefields just because you believe hard enough. Want to throw a train at a kaiju? Done. Want to fight using a giant paintbrush because it looks cool? Go for it. Want to just copy whatever cool move your opponent did and do it better? Absolutely.

You now have the full, combined power of all six ToQgers, meaning that even when you fight alone, you somehow pull off ridiculous levels of teamwork-based nonsense anyway. You're unstoppable, you're impossible, and honestly? The laws of reality have completely given up trying to stop you.Even outside this world, your sheer sentai-fueled absurdity carries over, allowing you to defy logic, rewrite outcomes, and heroically succeed in ways that should not be possible, but totally are, because you said so.You are a force of pure, unrelenting, rainbow-powered chaos. The universe is just going to have to deal with it.

Rainbow Line Attendant

Train Conductor [100 CP]

Choo choo! You are now an officially certified train conductor of the Rainbow Line, and that means you can drive magical reality-bending trains like it's second nature. No training required, no licenses needed—just pure, undeniable train-piloting prowess.

Whether you're steering a high-speed express train into battle, performing perfectly-timed emergency stops, or drifting a giant mecha train like you're in an action movie, you'll do it all flawlessly and with style. Even outside this world, any vehicle remotely shaped like a train will bend to your will, because once a conductor, always a conductor.

Your new skill set also comes with the perfect commanding voice for making train-related announcements. So go ahead—tell your enemies "Next stop: Defeat."

Food Seller [100 CP]

Not everyone can be a master of battle, but being a master of snacks? That's just as important. You are now an expert food vendor, capable of whipping up delicious meals and selling them with unmatched efficiency. Whether you're running a train station snack cart, feeding weary warriors, or hustling side money off gourmet street food, your skills ensure that everyone leaves full and happy.

Your ability to gauge exactly what food someone needs is borderline psychic, allowing you to serve up the perfect meal at the perfect moment. Enemy feeling down? A well-timed rice ball might just turn them good. Need to fund your heroics? Your cooking is so good, people will throw money at you just to taste it.

Also, your food never burns, never turns out bad, and always has that perfect cinematic steam effect. Your snacks are legendary. Your power? Unmatched.

Internal GPS [200 CP]
Getting lost? Not anymore! Your sense of direction is now so perfect, you could navigate a labyrinth blindfolded, find hidden locations just by ‘feeling it out,’ and always know exactly where you left your keys.

Your Internal GPS means you always know where you are, no matter how ridiculous the situation. Teleport to an unknown dimension? You immediately know which way is north. Lost in an endless void? You can still walk straight out of it. Enemies trying to confuse you with illusions? Nice try, but you’ve already mapped the place out in your head.

Even in future worlds, you will never be lost again. You are now the ultimate navigator, and maps? Completely optional.

ToQger Scouter [200 CP]
Your eyes are now equipped with dramatic, anime-tier scanning abilities, letting you analyze people, objects, and situations with absurd accuracy. If someone has power levels, weaknesses, or is hiding a deep, dramatic backstory, your ToQger Scouter will instantly pick up on it.

Want to see through disguises? Done.
Want to know exactly how strong an enemy is just by looking at them? No problem.
Want to scan for hidden treasure, secret tunnels, or find the one loose screw in a machine causing problems? Easy.

Even outside this world, you will always have the ability to analyze anything with ridiculous precision, making you the ultimate detective, strategist, and all-around know-it-all. Also, if someone tries to power up dramatically in front of you, your scouter will automatically display a number, whether it means anything or not.

Because that’s just how these things work.

Railway and Train Fixer [400 CP]
Trains are amazing, but only if they actually work—and lucky for everyone, you are now the ultimate railway and train fixer. Broken tracks? Repaired in seconds. Derailment? You'll have that train back on track before anyone even realizes something went wrong. Malfunctioning mecha-train hybrid? You can fix it with nothing but a wrench and a confident grin.

Your skills go beyond basic repairs—you instinctively understand the mechanics of any train, railway, or transportation system, even ones you've never seen before. Whether it's a magical locomotive, a futuristic bullet train, or a steam engine from another dimension, you can fix, upgrade, and optimize it like it's your own personal project.

Even in future worlds, any vehicle even remotely train-like is something you can repair and improve with ridiculous efficiency. Basically, if it runs on tracks, you are its guardian angel.

Rainbow Station Maker [400 CP]
Darkness may spread, villains may scheme, but your stations? Untouchable. You now have the incredible power to create Rainbow Stations, safe havens that darkness cannot corrupt, consume, or even slightly inconvenience.

Once every two weeks, you can summon a brand-new Rainbow Station, and wherever you place it instantly becomes a beacon of light and safety. No matter how much evil energy, villainous monologuing, or ominous fog surrounds the area, the station will never be tainted. It's like darkness repellant but in train station form.

These stations come fully equipped with all the comforts needed—benches, snack shops, dramatic lighting, and just the right amount of cinematic steam effects. Even outside of this world, you can still create these stations, ensuring that no matter where you go, there is always a place where light triumphs over darkness.

You don't just make stations—you make sanctuaries.

Redeemer [600 CP]
You have the ultimate power of redemption, and no, this isn't some vague "talk-no-jutsu" nonsense—this is real, undeniable, train-powered salvation. Even Shadow Line monsters, beings born from darkness and negativity, can be redeemed by your light. If they want to change, you can make it happen, cleansing their darkness without erasing their existence.

The best part? They don't have to turn into dust the moment they step into the light. Instead, they can join the Rainbow Line as workers, allies, or just really dramatic ticket punchers. The world might say they're beyond saving, but you prove them wrong every time.

Even outside this world, your ability to redeem and rehabilitate even the most irredeemable villains remains, meaning no evil is truly beyond hope if they're willing to change. But let's be real—some villains just want to be evil, and that's their problem.

Train Maker [600 CP]
Why just ride trains when you can make your own? You now possess the absurdly cool ability to create new Ressha, the powerful trains of the ToQgers! Whether it's a brand-new design or a replica of an existing one, you can build, modify, and upgrade these incredible machines at will.

And these aren't just normal trains—every Ressha you create has the ability to transform or combine into a Megazord, because why would you settle for anything less? Whether you want a massive battle train, a weaponized railway beast, or a multi-purpose transport with hidden surprises, your imagination is the limit.

Shadow Line General

Despair-Fueled [Free for Shadow Line / Shadow Line General]

Your power does not come from mere strength or training—it is fueled by the despair of others. The more hopelessness, sorrow, and fear that lingers in the air, the stronger you become. Whether it's a single person giving up, a town drowning in shadows, or a hero hesitating in self-doubt, their despair feeds you like a fine banquet. This makes you particularly dangerous in prolonged battles, as even the smallest crack in your enemy's resolve can turn the tide in your favor.

And the best part? Your presence alone tends to spread that despair. A single ominous monologue, a cruel smirk, or the mere sight of your overwhelming power can be enough to plant the seeds of doubt. After all, what's the point of fighting… if there's no hope of winning?

Darkness Manipulation [100 CP]

As a resident of the Shadow Line, you don't just live in darkness—you command it. With this ability, you can generate and manipulate pure darkness at will, shaping it into weapons, barriers, tendrils, or ominous swirling clouds that make you look extra dramatic. Need to shroud an area in eerie, soul-crushing gloom? Done. Want to summon a giant shadowy fist to punch someone into next week? Easy. You can even use your darkness for practical purposes, like blocking out an annoying streetlight or making an entrance that guarantees everyone knows you're important. Your power is only limited by your imagination and how much over-the-top villain energy you want to bring to the table.

Etiquette [100 CP]

The Shadow Line may be a domain of eternal darkness, but that doesn't mean its members are uncultured. Oh no, dear Jumper, you have now mastered the refined etiquette of high Western nobility, allowing you to carry yourself with an air of class, sophistication, and just the right amount of condescending smirk. You know how to walk with poise, dine with perfect manners, and throw around ridiculously elaborate insults that sound almost like compliments. You can attend royal gatherings, sip tea in the most dramatic way possible, and even engage in polite yet subtly threatening conversations without missing a beat. Whether you're a dignified villain, a brooding antihero, or just someone who wants to look cool at fancy parties, your newfound etiquette ensures that you'll always be the most elegantly menacing presence in the room.

To Arise an Emperor [200 CP]
Raising a great ruler isn't just about putting a fancy hat on someone and hoping for the best. With this ability, you have the wisdom, charisma, and sheer force of presence to train others into true royalty. Whether you're shaping a benevolent monarch, a ruthless conqueror, or a dramatic, cape-wearing overlord, your guidance ensures that they will rise to power with the grace, skill, and leadership needed to rule.

Of course, this isn't an instant process. You can't just point at someone and declare them a king (well, you could, but they wouldn't be a good one). It takes years of training, mentorship, and the occasional dramatic betrayal arc to fully develop a worthy ruler. But once your student finally takes the throne, they will be a true leader—one who shapes history, commands nations, and delivers powerful speeches that make crowds cheer or cower in terror.

You're not just raising people—you're creating legends.

Body of Darkness [Free in This World for Shadow Line General / 200 CP to Keep]
As a being of the Shadow Line, your very existence is woven from darkness, and that makes you ridiculously tough to hurt. While in this world, you are completely immune to all attacks, except for those fueled by imagination or light. Normal weapons? Bounce right off. Fire? Nope. Explosions? Dramatic, but ultimately ineffective. Unless someone comes at you with the power of hope and childhood whimsy, you're basically untouchable.

However, if you choose to keep this ability in future worlds, it changes slightly. Instead of complete immunity, you gain a massive resistance to all non-magical attacks and light-based damage. So while you won't be completely untouchable, good luck to anyone trying to take you down with regular weapons. You'll shrug off bullets, swords, and explosions like they're mild inconveniences, because you are made of darkness, and darkness does not care.

Branch Shadow Line Creation [400 CP]
Darkness isn't just something you control—it's something you franchise. With this ability, you can now recreate the Shadow Line in any future world, even in worlds where darkness doesn't exist yet, or where it should be impossible to manifest. Reality itself may say, "No, you can't do that," but you just slap a conductor's hat on and say, "Choo choo, yes I can!"

No matter where you go, you can establish your own Shadow Line empire, complete with dark train stations, ominous railways, and all the brooding subordinates you could ever want. Whether you choose to run it like a well-organized evil corporation, an empire of despair, or just a morally questionable underground transportation service is up to you. The best part? Even if a world has some kind of anti-darkness law written into its very existence, you just ignore it. The darkness comes anyway, setting up shop and laying tracks like it was always meant to be there.

With this power, you don't just rule in the shadows—you bring the shadows with you. Everywhere. Forever.

Immunity to the Light [400 CP]
Normally, beings of darkness are supposed to have weaknesses, like light, hope, or an aggressively upbeat musical number. But not you. Not anymore. With this ability, you are now completely immune to the effects of light-based attacks, purifying energy, and all those friendship-powered beams of redemption that heroes love to throw around. No more last-minute turnarounds where you suddenly regret being evil because someone gave a really good speech about believing in yourself.

Even better, this power removes any inherent weaknesses of any race or form you gain in future worlds. If you become a vampire? No sunlight weakness. If you become a demon? Holy weapons? Nope. If you somehow turn into a werewolf? Silver just becomes a fashion choice. Whatever form you take, you keep all the strengths and none of the weaknesses. You're basically the perfect cheat-code version of whatever you become, and there's absolutely nothing anyone can do about it.

Swallow Fellow Darkness [600 CP]
You are no mere shadow—you are the abyss, and the abyss eats good. With this power, you can literally consume members of the Shadow Line, absorbing their abilities, magical reserves, and unique strengths as if they were a train-sized buffet of darkness. Their power becomes your power, and as you swallow more of them, you continuously expand your own capabilities like an all-you-can-eat villain special. But you can do this once a year.

But it doesn't stop there—this ability isn't just limited to the Shadow Line. In future worlds, you can expand this terrifying absorption power to any dark, magical, or evil faction you're a part of. Demonic legions? Cursed sorcerers? Intergalactic warlords? If they're part of your crew and full of dark energy, you can claim their abilities and reserves as your own. However, to keep things interesting, you can only do this once a year, so make sure you pick your meal wisely.

Of course, the real beauty of this ability is not just what you gain, but what happens to those you absorb. Whether they vanish into your being, remain as echoes of their former selves, or fuse into some unholy fusion of power is entirely up to you.

Shadow Town Creation [600 CP]
Why settle for mere train stations when you can build entire cities of darkness? With just your presence, you can now create massive Shadow Towns, where darkness reigns supreme regardless of how immune the area might have been to the corrupting effects of the Shadow Line. These towns aren't just creepy abandoned places either—they're full-fledged fortresses of gloom, thriving with Kuliners, Combatant Kuros, and all the ominous streetlights you could ever want.

Unlike normal Shadow Towns, yours are way harder to break free from. Any non-darkness-based abilities used inside them will have their proficiency slashed to less than half, making any would-be heroes significantly weaker the moment they step into your domain. The only thing worse than facing a villain at full strength? Facing them while your own powers are basically on vacation.

And here's the kicker—you can create one of these Shadow Towns once a year, meaning you can slowly expand your dark empire across multiple worlds.

Shadow Line Powers [Shadow Line Generals Only]

As a Shadow Line General, you command the dark and eerie forces of the Shadow Line, wielding powers infused with the purest, most theatrical villainy imaginable. Whether summoning the depths of shadow, spreading despair, or just looking ridiculously cool while doing it, your abilities make you a terrifying force against the ToQgers and the light they represent. Upon choosing this origin, you may select one 200 CP ability and one 400 CP ability for free, and you receive a 600 CP ability at a discount. With your mastery over darkness, trains, and dramatic posing, the rails of fate are yours to control.

[200 CP]

Teleportation

With a dramatic swirl of your cloak, a burst of shadowy smoke, or even a mysteriously eerie train whistle in the distance, you can teleport to any location at will. Distance? Obstacles? Annoying physics? None of them matter. If you want to be somewhere else, you're there. Whether you're making a grand villainous entrance, dodging an attack with infuriating ease, or just avoiding an awkward conversation, your teleportation ensures you always control the stage.

Energy Blasts

You wield the power to fire concentrated blasts of pure darkness, capable of hitting with the force of a runaway train. Whether these take the form of elegant beams from your fingertips, massive explosions from your palms, or even dramatic arcs of shadowy lightning, your attacks pack a serious punch. Lesser foes will crumble beneath your power, and even strong enemies will have to think twice before standing in your way. Also, it looks really cool, which is the most important part.

Clutchpurse Rod
A sinister rod infused with shadowy energy, capable of launching devastating fireballs at enemies. The flames are not ordinary—they are fueled by the despair and darkness around you, making them more powerful when cast in areas tainted by sorrow. The fires cling unnaturally to surfaces, burning even in the absence of fuel, as if eager to consume all light in their path.

Stamp Gloves
With a single touch, your gloves imprint a shadowy mark upon your targets, draining their willpower and making them incredibly lazy and unmotivated. Whether it's a fierce warrior suddenly feeling like taking a nap or a hero questioning why they even bothered showing up today, this ability turns resolve into resignation. The marks can be removed, but only through extreme effort or an equally strong force of will—something that grows harder the longer the stamp remains.

Vacuum Cleaner Arm
Your arm transforms into a powerful shadow vacuum, capable of sucking up nearly anything—attacks, objects, even people. What happens to what you absorb is up to you; you can store it, release it elsewhere, or just let it vanish into the darkness. Some say that anything swallowed by your vacuum arm is trapped in a twisted, inescapable void... but who knows? It's not like anyone's ever come back to tell the tale.

Wig Catcher
A wickedly deceptive ability—you extend the tail end of your body to entangle and immobilize opponents, trapping them like prey caught in a spider's web. The more they struggle, the tighter the shadows constrict, draining their energy and clouding their thoughts with creeping despair. Escape is possible... but only if they can summon the strength to fight back before the darkness fully takes hold.

Laser Beam
From your eyes, you can fire precise, high-intensity beams of shadow-infused energy. These lasers don't just burn and blast—they can pierce through barriers, light sources, and even hope itself, dulling the spirits of those they strike. The more despair in the air, the stronger these beams become, turning them into devastating weapons against anything that dares shine too brightly.

Bracelet Syringes
You can place sinister bracelet-shaped syringes onto your victims, filling them with an inescapable sense of dread. These syringes act as deadly countdowns, set to activate at a specific moment—be it sunset, midnight, or an ominous future event. Unless they follow your precise demands (which could range from completing a twisted gauntlet to simply obeying your will), the syringes will unleash their lethal effect. A perfect tool for manipulation, coercion, and psychological torment.

Top Lid Big Mouth
Your massive, monstrous mouth can devour anything. Weapons, attacks, people, even abstract things like sound and light—once something enters your maw, it is trapped in a void of endless hunger. Objects swallowed may be spat back out later (perhaps altered in strange ways) or simply erased from existence. Those foolish enough to be eaten whole will find themselves struggling against the suffocating grip of the abyss itself.

Self Growth
By gathering darkness around you, you can grow to a gigantic size, towering over buildings and crushing enemies beneath your shadowy form. The more despair and negativity you absorb, the larger and more powerful you become. Whether in battle or as an intimidation tactic, this ability ensures that when you step onto the battlefield, the world trembles beneath your feet.

Glue Chair
You can conjure shadowy chairs that stick to anyone who sits on them, trapping them in place as if bound by an unbreakable force. The more they struggle, the tighter the grip becomes. Whether you use this to immobilize enemies, force someone to listen to your monologues, or simply ensure people stay seated during a villainous banquet, no one escapes the chair.

Giant Tea Table Flip
When you grow to massive size, you gain the ability to transform into a giant tea table, setting yourself up for the ultimate dramatic attack. With a mighty heave, you flip yourself into the air, crashing down on enemies with the unstoppable fury of a table flipped in pure rage. This ability is best paired with an equally massive ally to send you flying toward your foes with terrifying force.

Barbed Wire Fence
You can summon barbed wire barriers to trap your enemies, forming an inescapable cage of pain and restriction. The more they fight against it, the tighter the wires wrap around them, delivering sharp cuts and painful electrical shocks. These fences are more than mere obstacles—they are living prisons of agony.

Illusions
With a snap of your fingers, you can create illusions so absurd and hilarious that even your enemies struggle to take you seriously. Whether making them see their allies as clowns, turning their weapons into harmless props, or making an entire battlefield look like a ridiculous sitcom set, your illusions disrupt focus, confuse opponents, and create chaos in the most unexpected ways.

People Springing
A bizarre yet effective ability—anyone in your presence will randomly be sprung into the air by energy springs whenever they laugh. The more they laugh, the higher they bounce, leaving them completely at the mercy of gravity and whatever unfortunate landing awaits them. Even your fellow Shadow Line allies are not immune to this effect, so use it wisely… or just for entertainment.

Headache Rings
You can summon shadowy rings that, when placed on a person, cause unbearable headaches whenever their name is spoken. The mere mention of their identity sends waves of crippling pain through their skull, forcing them into silence, confusion, or submission. The only way to break free? Either remove the ring… or change their name forever.

[400 CP]

Cross Coffin & Chain Manipulation

You have the ability to summon heavy, unbreakable chains at will, restraining your enemies and binding them in eerie, otherworldly constructs of darkness. Your signature technique allows you to summon a massive, ominous coffin that serves as both a prison and a psychological nightmare, filling its captives with an overwhelming fear of their inevitable end. Once trapped, your victims will struggle in vain as the shadows close in, their own dread working against them. But beware—should the core of the coffin be destroyed, it will burst open in a dramatic explosion, freeing all inside. Not that you'd ever let that happen, of course.

Coal Gravel

A furnace burns within you, and by opening the stove door on your stomach, you can launch scorching lumps of coal at your enemies. These projectiles don't just hurt on impact—they can also ignite, spreading flames that burns the imagination in that area and chaos wherever they land. If you truly wish to turn up the heat, you can unleash a blast of burning coal like a volcanic eruption of darkness and fire.

Pulverizing Big Hammer

You wield an enormous war hammer, capable of crushing anything in its path with a single devastating swing. Whether smashing through walls, enemies, or even hope itself, this hammer is a tool of pure destructive might. Every impact sends shockwaves of darkness rippling outward, ensuring that nothing stands tall for long.

Fantasy Mini Hammer

A strange and cruel ability— you now have a deceptively harmless-looking hammer. This weapon can manifest a person's deepest desires into reality… only for you to shatter them instantly. Whether it's their greatest dream, their lost love, or a hopeful future, one swing of the mini hammer turns it into nothing but dust and despair.

Typewriter Keys
Special shadow-infused buttons are embedded in your body, allowing you to type out a “title” for your enemies—and once written, they are forced to live out that role. Name them a coward, and they will falter in battle. Call them a fool, and they will act recklessly. Declare them defeated, and their own minds will begin to accept it as truth. However, stronger-willed opponents may resist for a time, forcing you to get... creative.

Bird Nest Wigs
A truly devious technique—you force your target into a desperate, life-or-death situation where they must raise and care for a fragile, newborn shadow chick. If they fail, the consequences are dire. The shadow chick drains their energy, grows rapidly, and eventually consumes them entirely. The only way to escape is to either succeed in raising the creature... or find a way to break the curse before time runs out. Good luck.

Pen Shoulder
Mounted on your shoulder is an enormous pen filled with cursed ink, and with a single stroke, you can assign failing grades to others. These grades aren’t just for show—they directly affect your target’s abilities, skills, and confidence. A warrior marked as “incompetent” may find their techniques failing, while a hero deemed “reckless” might start tripping over their own feet. The ink seeps into their very existence, forcing them to live out their written failure until they find a way to erase it... if they even can.

Film Strip
A spectral film strip extends from your hands, capable of ensnaring and binding anyone it touches. But that’s not all—it can also set itself on fire, burning through enemies and consuming them in the flames of their own worst memories and regrets. Those trapped inside are forced to relive their greatest failures on an endless loop, weakening their resolve and leaving them vulnerable to your next move.

Duel Time
A simple yet terrifying power—everyone within your influence is forced to draw a weapon and enter a duel, whether they want to or not. Even the most peaceful individuals find their hands reaching for swords, guns, or whatever else is nearby. The duel is bound by unbreakable shadowy rules—it will not end until a victor is declared, and any attempt to run or resist will only result in the shadows tightening their hold. You decide the stakes... and the consequences.

Change Soap
By blowing eerie, shimmering bubbles, you can swap the minds and bodies of those caught inside them. Victims are forced to live in each other's bodies, struggling to adapt to their new forms. However, there's a catch—if they are not switched back in time, they will eventually die. This ability is as deadly as it is hilarious and terrifying.

Strings
From your hands, shadowy strings extend outward, latching onto enemies and turning them into unwilling puppets. Once bound, your victims lose control of their bodies, forced to move and fight however you wish. The stronger the target's will, the more effort it takes to control them—but even the mightiest warriors will feel their limbs hesitate, their actions subtly influenced by your unseen tethers. Cut the strings? They just reconnect. The only true escape is to sever your connection to the darkness itself.

Magnifying Glass Lens
Your massive lens eye allows you to perceive things in extreme detail, spotting weaknesses, hidden paths, and the tiniest flaws in an enemy's defenses. But more than that, you can fire a concentrated beam of energy from your lens, a searing yellow blast capable of cutting through defenses, illusions, and even the bonds of reality itself. Anything caught in your gaze may find themselves uncomfortably exposed—no secret is safe from your piercing vision.

Coin Barrage
From your body erupts an endless storm of shadowy coins, each one striking with the weight of cold, unfeeling currency. These coins do more than pelt your enemies—they explode on impact, covering the battlefield in devastating bursts of dark energy. Even worse, should a coin stick to an enemy, they become marked—a delayed explosion waiting to go off at the worst possible moment. The only way to stop it? Pay the price.

Object Enlargement
By holding any object behind your eyes you can enlarge it to massive proportions. A simple rock becomes a boulder, a tiny insect swells into a monstrous nightmare, and a small blade turns into an enormous cleaver of destruction. You can turn the most insignificant trinkets into city-crushing weapons or amplify the smallest threats into unstoppable disasters. In your hands, size is a mere suggestion—and you are the director of destruction.

[600 CP]
Corruption Wave
With a sweeping motion of your hand, you can unleash a rolling wave of shadowy energy, seeping into everything it touches. This isn't just some spooky mist—this is pure, unfiltered corruption. It can twist the hearts of the weak, turning allies against each other, sap the strength of heroic do-gooders, and even infect objects or environments, making them reflections of the Shadow Line's darkness. If you focus, you can even corrupt specific individuals, drawing out their inner despair and twisting them into something far more... entertaining.

Resurrection
What's the point of a villainous army if they stay defeated? With a controlled surge of dark energy, you can restore fallen Shadow Line members, pulling them back from the depths and returning them to the fight. Whether they were defeated in battle, dramatically exploded, or just inconveniently erased from existence, your power ensures that they get a second chance. This ability isn't just limited to your allies—if you're particularly persuasive, you might even use it to revive and corrupt others, adding them to your ranks. The war against the light is never truly over.

The Woodpecker Cue
With your shadow-infused billiard cue, you can treat humans like pool balls, knocking them around the battlefield with perfect precision. You can line up devastating shots, bouncing them off walls, objects, and even each other, creating chain reactions of chaos. More than that, you can mark certain individuals as your Shadow Cueballs, making them the centerpieces of your eerie, reality-bending trick shots. If they get caught in your Break Shot attack? They might never land where they expect.

Dark Screen
You can conjure a massive shadowy screen, engulfing the battlefield in inky blackness. But this is no ordinary darkness—anyone caught inside is transported into a terrifying, nightmarish movie, forced to experience a twisted cinematic horror that preys on their deepest fears. Whether it's a classic monster chase, an endless psychological loop, or a suspenseful game of survival, the only way out is to break free of the story… or die before the credits roll.

Headstone Door
A heavy, ominous door embedded in your chest acts as both a weapon and a conduit for your dark powers. By opening it, you can unleash a torrent of shadowy energy, summon creatures of despair, or even drag enemies inside, forcing them into a crushing abyss of darkness. Anything that enters must fight their way back out... assuming they can. Those who stare too long at the door's eerie inscriptions may feel a creeping sense of their own mortality settling in.

Reviving
You wield the power to draw in darkness and resurrect fallen allies of the Shadow Line. Whether it's creating twisted copies of the slain or genuinely bringing them back in their original form, you ensure that defeat is never permanent for those who serve the darkness. Even in other worlds, this ability allows you to raise minions, monsters, and villains from the grave—so long as the shadows remain strong. However, the more powerful the being, the greater the amount of darkness required to restore them.

Brainwash
Your sinister power allows you to brainwash anyone with a corrupting light, stealing their imagination and twisting their minds to serve the Shadow Line. Those caught in your influence lose their creativity, their will to resist, and even their sense of self, becoming hollow shells of obedience. With enough exposure, even the strongest-willed individuals may succumb to your control.

Pinspot Flash
With a flash of eerie spotlight energy, you can pull characters, personalities, or even aspects of reality out from people or objects, forcing them to take physical form. Whether it's a person's inner hero, a deep-seated fear, or an old memory made real, your ability turns hidden elements into tangible forces—for better or worse.

Regression
With the ringing chimes of your body and the eerie chant of "tick tock, tick tock," you can reverse a person's age, forcing them to regress back into childhood… or even infancy. Their minds remain intact, leaving them trapped in a powerless state as their adult strength, skills, and wisdom fade away into youthful inexperience. The effect can be reversed—but only if you allow it.

Items:

You receive discounts based on your origin, with 100 CP discounted items being free for you. Additionally, any items purchased here can be imported into similar items in future worlds, ensuring that your treasured equipment remains by your side no matter where your journey takes you.

General

ToQ Changer [Free – Only for Lost Kids]

The train station-themed transformation device used by those who have lost their past but gained a new journey on the Rainbow Line. By inserting a ToQ Ressha and declaring the activation command, "ToQ Change!", the user is engulfed in vibrant railway energy, transforming into a ToQger. This device represents the boundless power of imagination, turning even the most ordinary individuals into defenders of light.

Applichanger [Free – Only for Rainbow Line Attendants]

A sliding smartphone-themed transformation device used by Rainbow Line Attendants and those with a more independent role on the Rainbow Line. Designed for those who serve, assist, and maintain order aboard the Resshas, this high-tech device enables its user to transform into a ToQger, access train-related functions, and even communicate directly with the Rainbow Line's main systems. Whether calling in reinforcements or activating specialized railway abilities, the Applichanger ensures that those who keep the Rainbow Line running can also fight to protect it.

Shadow Line Weapon [Free – Only for Shadow Line Members]

A sinister weapon forged from the very essence of despair and darkness. Unlike mundane tools of war, these weapons are extensions of the user’s malice, feeding off fear, misery, and negativity. They can take many forms—shadow-infused swords, whips of despair, living chains that hunger for prey, or even elegant canes that disguise a terrifying hidden power.

Each weapon is as unique as the Shadow Line member who wields it, growing stronger the deeper their connection to the darkness becomes. These cursed instruments can even influence the battlefield, sapping light and imagination from those they strike, ensuring that hope itself withers with every clash. However, only a true servant of darkness can wield one without consequence—should a

being of light attempt to use one, the weapon will drain their willpower, corroding their soul until they become yet another lost passenger on the Shadow Line.

Zord Mecha [200 CP Each]
Each of these independent Ressha can be used on its own or combined with other mecha for unique formations, giving you even more flexibility in battle! Whether you're defending, attacking, or just causing chaos on the tracks, these Ressha have got you covered.

Shield Ressha
A heavily armored support train designed for defense, Shield Ressha specializes in absorbing enemy attacks like a giant, rolling fortress. It can generate energy barriers to protect allies and even reinforce other mecha with additional plating, making it perfect for a defensive playstyle. Because sometimes, the best offense is an unbreakable wall!

Fire Ressha
Need to turn up the heat? Fire Ressha brings the flames—literally! Equipped with high-powered water cannons and heat-resistant armor, this Ressha is perfect for dealing with fire-related disasters and blasting enemies with supercharged steam attacks. It can also combine with other mecha to add fiery finishing moves that leave foes feeling extra crispy.

Police Ressha
Enforcing the law, one speeding train at a time! Police Ressha comes equipped with sirens, flashing lights, and the power to subdue enemies with stunning energy cuffs. It specializes in high-speed pursuits and can even immobilize Shadow Line threats with electrified barriers. When the villains try to run, this Ressha makes sure they get arrested—by force.

Drill Ressha
When all else fails, Drill Ressha solves problems the old-fashioned way—by drilling straight through them! With its massive rotating drill, this Ressha can break through barriers, burrow underground, and pierce enemy defenses with ease. Perfect for when subtlety just isn’t an option and you need to dig your way to victory

Mecha [600 CP Each]
All aboard! Here, you can purchase the mighty mecha that the ToQgers have piloted, each fueled by imagination and teamwork. These colossal machines can be bought multiple times, so if you want an entire fleet of transforming trains at your disposal, go right ahead!

ToQ-Oh
The iconic giant robot formed by the core five ToQ Ressha, ToQ-Oh is the embodiment of teamwork and imagination. Towering over the battlefield, it fights with incredible power, wielding oversized weapons and unleashing devastating finishing moves. With its modular design, it can swap out different Ressha to gain new abilities, making it one of the most versatile mecha in existence.

Red Ressha – The heart of ToQ-Oh, this powerful engine serves as the central body and main controls. As expected from a leader's train, it brings strength and balance to any formation.

Blue Ressha – Forming the left leg, Blue Ressha stabilizes the mighty ToQ-Oh while delivering powerful kicks that can send enemies flying.

Yellow Ressha – As the right leg, Yellow Ressha provides speed and agility, letting ToQ-Oh maneuver across the battlefield with surprising dexterity.

Green Ressha – Forming the left arm, Green Ressha enhances ToQ-Oh's reach and strength, capable of powerful swings and impressive grappling techniques.

Pink Ressha – The right arm of ToQ-Oh, Pink Ressha delivers precise strikes and can even swap out for other Ressha-based weapons, ensuring that the ToQgers are always battle-ready.

Build DaiOh
A construction-themed titan, Build DaiOh is a massive and sturdy mecha capable of smashing through obstacles like a wrecking ball of justice. Using its heavy-duty parts, it can take on powerful enemies while assembling new formations in the heat of battle. Whether demolishing threats or building hope, this machine is built to last.

Diesel-Oh
Fueled by raw strength and heavy-duty durability, Diesel-Oh is a powerhouse on the battlefield. This formation combines brute force with high-speed train combat, making it a wrecking force against the Shadow Line.

Diesel Ressha – The commanding core of Diesel-Oh, this train provides immense strength and the ability to plow through enemies like a runaway locomotive.

Tank Ressha – With its armored plating and powerful cannons, Tank Ressha adds heavy firepower and reinforced defense, making Diesel-Oh nearly unstoppable.

Car Carrier Ressha – Adding versatility and mobility, Car Carrier Ressha enables Diesel-Oh to carry additional Ressha or even deploy smaller vehicles in battle, making it an unpredictable threat**.**

SafariGaOh
Bringing the wild spirit of the animal kingdom onto the rails, SafariGaOh is a ferocious fusion of beastly Ressha. With incredible agility and predatory strength, this mecha fights with primal instinct and overwhelming force.

Lion Ressha – The fearless leader of the Safari Ressha team, this train roars into battle with raw power and the ability to take down enemies with a single devastating charge.

Eagle Ressha – Soaring above the battlefield, this train grants aerial capabilities and enhanced vision, making sure no enemy escapes its keen gaze.

Wildcat Ressha – A fast and nimble fighter, Wildcat Ressha delivers rapid strikes and unpredictable movements that keep enemies on edge.

Alligator Ressha – Bringing in raw biting power, this train adds an extra level of brute strength, capable of crushing even the toughest foes.

Panda Ressha – Don't let its cute appearance fool you—Panda Ressha adds balance and surprising resilience, ensuring that SafariGaOh remains standing even in the toughest fights.

Hyper Ressha TeiOh

The ultimate locomotive of justice, Hyper Ressha TeiOh is the massive battle fortress that embodies the peak of imagination-powered mecha. Unlike the other Ressha Gattai, this colossal titan is formed from the mighty Hyper Ressha, a train so massive it serves as a mobile base and transport hub for the ToQgers.

When transformed, Hyper Ressha TeiOh towers over even the strongest Shadow Line creations, wielding overwhelming power and devastating energy attacks. Its sheer size allows it to plow through enemies like an unstoppable force of nature, and when necessary, it can merge with other Ressha for even more insane combinations. Truly, this is the final stop for any villain foolish enough to stand in its way!

Lost Kids

Rainbow Line Ticket [100CP]
A golden ticket with the shimmering insignia of the Rainbow Line, this item grants you unlimited travel aboard the wondrous trains that move between worlds. No matter how lost you are—whether physically, emotionally, or existentially—this ticket will always lead you back to safety or, at the very least, somewhere that sparks your next adventure. Even in worlds where trains don't exist, a mysterious station will appear just for you, offering a passageway back to the Rainbow Line.

Childhood Weapon [100CP]
You may select one of the following weapons, each powered by the boundless force of imagination: Rail Slasher, a blade that cuts through obstacles like train tracks parting through mountains; Home Trigger, a gun whose bullets burst with the warmth of nostalgia; Shingo Hammer, a judge's gavel that delivers justice with a comical boing sound; Tunnel Ax, which cleaves through the darkness like light at the end of a tunnel; or Tekkyou Claw, a grappling weapon that lets you swing through the battlefield like a daredevil. While these weapons may seem like simple toys, their strength scales with your belief, making them as powerful as your conviction.

Candy Supply from the Rainbow Line [200CP]
A seemingly endless bag of vividly colored sweets, each infused with a spark of pure Imagination energy. Eating them not only restores your stamina and lifts your mood, but also triggers amusing and sometimes useful effects—like making you momentarily glow, float for a few seconds, or even see into the hearts of others. The flavors are as whimsical as the effects, ranging from "Thunderberry Zap" to "Marshmallow Meteor." And while they may not replace a proper meal, their joyful magic makes even the darkest days a little sweeter.

Lost & Found Compass [200CP]
A peculiar compass with a needle that never quite points north—because it doesn't track direction, but destiny. This enchanted tool leads you not to where you want to go, but where you need to be. Whether it's a hidden path, an old friend, or the exact thing that will change your fate, the compass gently nudges you toward your destination. While its guidance isn't always obvious, those who trust in its wisdom often find themselves exactly where they're meant to be.

Imagination Battery [400CP]
A luminous crystal that pulses with the raw, unfiltered power of creativity. This artifact can supercharge your abilities, temporarily push reality's limits, or provide a last-minute boost when all hope seems lost. When used on trains, it can enhance their speed and durability, and when applied to weapons, it can temporarily unlock their ultimate potential. However, wielding such intense imagination energy comes with risks—unpredictable side effects might occur, ranging from harmless color shifts to bizarre reality distortions. Handle with care, and dream big!

Rainbow Signal Lantern [400CP]
A handheld lantern that emits powerful beams of multicolored light, each carrying a distinct effect. A crimson glow halts enemies in their tracks, freezing them as if the very concept of movement was denied to them. A verdant shine invigorates allies, boosting their speed and reflexes as if they were riding an express train to victory. A golden beam unveils hidden truths, exposing illusions, revealing concealed passages, and dispelling the tricks of darkness. Shadows, nightmares, and creatures of despair instinctively recoil from its presence, unable to withstand its radiant defiance against their gloom.

Hyper Ressha Form [600CP]
A magnificent transformation fueled by the ultimate power of the Rainbow Line, this form represents the peak of Imagination-driven combat. By harnessing the energy of the colossal Hyper Ressha, you gain an upgraded suit adorned with shimmering gold and radiant colors, symbolizing the limitless potential of creativity.

In this form, your speed, strength, and durability skyrocket, allowing you to blitz across battlefields like an unstoppable express train. You gain access to Hyper Ressha Slash, a devastating attack where your weapon is supercharged with radiant energy, slicing through even the toughest of defenses. Additionally, you can temporarily phase through obstacles, as if riding along invisible rails beyond the physical world.

Rainbow Line Attendant

Rainbow Line Uniform [100CP]
A pristine and stylish uniform that signifies your official role as a Rainbow Line Attendant. No matter how chaotic things get, this uniform remains spotless, wrinkle-free, and impeccably sharp. It's more than just a fashion statement—woven with protective enchantments, it grants minor resistance against the Shadow Line's corrupting influence and ensures you always appear professional and composed. And of course, the hat is nothing short of iconic, instantly marking you as someone who keeps the Rainbow Line running smoothly.

Rainbow Station Whistle [100CP]
A finely crafted whistle that carries the authority of the Rainbow Line itself. When blown, its sound pierces through dimensions, calling a train to your location no matter how far away it might be. But that's not all—it can also be used to send out an alert to allies or even emit a stunning sonic burst that momentarily halts minor Shadow threats in their tracks. Whether you're summoning help, rallying your team, or stopping an enemy in their tracks, this whistle is an indispensable tool of the trade.

Auto-Cleaning Broom [200CP]
A seemingly ordinary broom at first glance, but infused with Rainbow Line technology to make cleaning an effortless task. With a single flick, it glides across surfaces on its own, sweeping away dirt, dust, and grime with supernatural efficiency. More impressively, it can also cleanse minor traces of dark energy corruption, ensuring that stations, train cars, and even the occasional battle-worn uniform stay spotless. Left unattended, it may develop a mind of its own, dutifully tidying up the area and even giving particularly messy individuals a not-so-subtle nudge toward cleanliness.

Portable Station Clock[200CP]
A pocket-sized replica of a Rainbow Line station clock, enchanted with the power to subtly manipulate time in a limited area. With a twist of the dial, you can speed up or slow down time for a few precious seconds—long enough to make a train depart just in time, dodge an incoming attack, or squeeze in that last-minute paperwork before a deadline. The effect isn't drastic, but in the hands of a clever attendant, it can mean the difference between perfect scheduling and utter chaos.

Emergency Stop Baton [400CP]
This sleek baton carries the authority to stop anything in motion—be it a rushing train, an out-of-control fight, or even the relentless march of time itself. A single authoritative wave will bring the target to a screeching halt, freezing them in place for a few moments before they resume moving as if nothing happened. The effect is temporary, but when used at the right moment, it can prevent disasters, stop runaway threats, or even force someone to finally listen to directions.

Station Master's Seal [400CP]
A prestigious emblem that signifies absolute authority over the Rainbow Line. With this seal in hand, you gain full access to every station, train, and restricted area, no questions asked. More than just a symbol of rank, the seal also carries potent protective magic—granting resistance against the corrupting darkness of the Shadow Line and preventing nearby allies from being swallowed by despair. In times of crisis, the seal can even override controls, allowing you to command Ressha mecha or reroute trains with a single decisive order.

Galaxy Line [600CP]
The Rainbow Line may connect worlds through imagination, but the Galaxy Line extends far beyond, reaching into the vastness of space itself. This mystical railway spans across galaxies, traveling between planets, star systems, and even dimensions untouched by ordinary transit. With the power of the Galaxy Line, you are no longer limited to terrestrial concerns—your adventures now have the potential to take you to the farthest reaches of the cosmos, where both wonders and dangers beyond imagination await. Each station is a marvel of futuristic and fantastical design, serving as a vital hub for interstellar travelers and cosmic adventurers alike.

As a wielder of the Galaxy Line's power, you gain the ability to summon and ride these extraordinary spacefaring trains at will. Unlike standard Ressha, Galaxy Line trains are built to withstand the harshest environments, from the void of deep space to the crushing depths of gas giants. They move effortlessly through the cosmos, unaffected by the limitations of gravity, atmosphere, or even conventional physics. Whether you need to traverse a war-torn nebula, escape a black hole's pull, or dock at a hidden space station, your train will get you there in style and safety. The Galaxy Line is also more autonomous than the Rainbow Line, capable of making emergency course corrections and detecting intergalactic disturbances before they become threats.



Shadow Line General

Shadow Line Emblem [100CP]

A sinister yet elegant insignia that marks you as a high-ranking officer of the Shadow Line. Wearing it grants you authority over lesser Shadows, ensuring their absolute obedience, and allowing you to command Shadow Ressha as if they were extensions of your own will. The emblem pulses with a faint, malevolent glow, a constant reminder of the darkness you wield. It also acts as a minor ward against light-based interference, shielding you from holy magic, purification attempts, or other meddlesome radiance. Even in the brightest of places, the emblem ensures that your shadowy presence remains untarnished, a dark blot against the light.

Dark Monocle [100CP]

A refined monocle, polished to a perfect, eerie sheen, that grants the wearer an unparalleled glimpse into the hidden fears and weaknesses of others. With a mere glance, it exposes the deepest dreads buried in the hearts of your enemies, making it easier to manipulate, torment, or break their spirits. A cruel grin and a whispered word of what they fear most is often enough to send even the bravest warriors into despair. Beyond its fear-seeking properties, the monocle also enhances your vision in darkness, allowing you to see through pitch-black environments, spot invisible enemies lurking in the shadows, and ensure that no prey escapes your watchful gaze.

Nightmare Lantern [200CP]

A wicked lantern fueled by pure fear, its flame casting eerie, flickering shadows that dance with a life of their own. Those caught within its glow begin to experience twisted visions, their own nightmares leaking into reality and whispering in their ears, feeding their paranoia and doubt. The more they struggle, the deeper they sink into terror, their resolve breaking like fragile glass. While stronger minds may resist its power, even they will feel an uneasy chill creep into their souls, gnawing at their subconscious. The lantern itself never dims, always burning with an unnatural hunger, feeding on the terror it spreads to fuel its unholy flame.

Gloom Parasols [200CP]
An elegant pair of parasols, deceptively stylish but infused with dark energy, making them both a defensive tool and a weapon of despair. When opened, they generate a swirling barrier of shadows, capable of deflecting physical strikes, magical attacks, and even holy light meant to purify darkness. This protection extends not only to the user but also to nearby allies, shrouding them in a comforting veil of gloom. However, the parasols are not merely shields—when swung, they release concentrated beams of darkness, capable of tearing through barriers, stunning foes, or even temporarily sapping the color from their surroundings, leaving behind a dreary, lifeless husk of a world.

Abyssal Throne [400CP]
A massive, gothic throne sculpted from living shadows, its intricate design constantly shifting as if it breathes in the surrounding darkness. More than just a symbol of authority, this throne serves as a mobile fortress, amplifying your power and influence wherever it is placed. Once deployed, it creates a sphere of concentrated gloom, weakening light-based foes and bolstering the abilities of any who wield the power of darkness. The throne is not bound to the ground—it floats ominously, moving at your command, ensuring you always remain above those beneath you. Seated upon it, you are untouchable, an emperor of the shadows, ruling over despair itself.

Eclipse Mirror [400CP]
A beautifully sinister mirror, its surface as dark as the void, capable of swallowing light and drowning entire areas in an oppressive twilight. When activated, the mirror can temporarily eclipse all sources of illumination, shrouding the battlefield in unnatural darkness where only Shadow Line denizens can see clearly. The more despair and suffering in the air, the longer the effect lasts, making it particularly devastating in already hopeless situations. But the mirror holds another cruel trick—it can reflect a person’s most tragic memories, forcing them to relive their worst failures and losses over and over again. Few can withstand its torment, as the weight of their own past becomes the heaviest burden of all.

Kuliner [600CP]
The Kuliner is the personal train of the Shadow Line, a sleek, nightmarish locomotive infused with darkness and built for swift, ominous travel. Unlike the brightly-colored Ressha of the Rainbow Line, the Kuliner glides along its own shadowy tracks, slipping effortlessly between dimensions and fading into the darkness at will. Whether for transportation, pursuit, or making a dramatic entrance, the Kuliner serves as an extension of your command, responding only to those who wield the power of darkness. Its interior is lavish yet foreboding, adorned with gothic decor befitting a ruler of despair, ensuring that every journey feels like a march toward inevitable doom.

More than just a train, the Kuliner can be used in battle, summoning rails of shadow to strike enemies or binding them with spectral chains that drag them into its dark corridors. Its cannons, hidden beneath its ornate structure, fire blasts of pure dark energy, capable of eroding defenses and weakening foes with creeping despair. The Kuliner can also transport minions, allowing you to deploy an army of Shadows at a moment's notice, reinforcing your forces wherever the battle takes you. Even should it be damaged, the Kuliner passively draws in negative emotions to repair itself, ensuring it is never out of commission for long.

When the situation calls for overwhelming force, the Kuliner can undergo a fearsome transformation into the Kuliner Robo, a massive, humanoid war machine forged from darkness. Towering over the battlefield, Kuliner Robo wields enormous strength, crushing enemies beneath its fists or slicing through defenses with shadow-forged blades. Its eyes glow with a sinister red light, scanning for weakness and striking with ruthless precision.

Companions:

My Old Team 50
You may import or create companions you have brought with you, 50 CP each, or 8 for 300CP. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200.

My New Team 100
Sometimes having friends would be nice. Buying this once will allow you to add any allies you've made here as companions.You may buy this multiple times.



Drawbacks:

You are limited to +1000 Cp from drawbacks.

Clumsy [+100 CP]

You're the human embodiment of a train derailment. Whether it's tripping over your own feet while making a dramatic entrance, fumbling your ToQ Changer at the worst possible moment, or accidentally switching Ressha mid-battle and ending up in a completely different mecha, you are comically accident-prone. Your clumsiness isn't just an occasional inconvenience—it actively makes your heroic journey a chaotic mess. Maybe you'll grow out of it? Maybe your friends will just start carrying bubble wrap for you.

Not Serious [+100 CP]

Training? Meh. Studying enemy tactics? Boring. Taking a fight seriously? Why would you do that when you can make train puns instead? You treat combat like an after-school club you only show up to for snacks, constantly skipping practice and slacking off. This means you are noticeably weaker than your teammates, and even the minor Shadow Line grunts give you trouble. You'll have to either start taking things seriously or become the first Ranger to win fights entirely through dumb luck and comedic timing.

Lost [+100 CP]

No matter how many train maps you study or how many times your teammates explain where the battle is, you are always in the wrong place. Instead of arriving on the battlefield, you show up at the Rainbow Line cafeteria. Instead of chasing an enemy, you take a detour and end up on the Galaxy Line by mistake. Your sense of direction is so terrible that even the Rainbow Line conductors have started preemptively sending rescue trains just for you.

Closed Off [+100 CP]

The power of imagination is all about believing in your friends and working together—but, oof, you are really bad at that. Whether it's due to trust issues, stubborn pride, or just being kind of awkward, you have a hard time forming bonds with others. You insist on doing everything alone, which means you struggle in battles meant for teamwork, and your fellow ToQgers are getting a little tired of your lone-wolf act. Sooner or later, you'll have to learn to let people in—before you derail your own growth completely.

Shadow Line Magnet [+200 CP]
For some reason, the Shadow Line has personally decided to make your life miserable. Maybe you accidentally insulted Baron Nero's fashion sense, or Madame Noir has decided you'd make a perfect villainous accessory. Whatever the case, Shadow Line attacks seem to happen way more often when you're around, and they always have something extra annoying planned just for you. Expect surprise kidnappings, train heists, and even the occasional evil wedding proposal.

Giant Shadows [+200 CP]
Ever noticed how ToQger villains love turning into giant versions of themselves? Well, congratulations, because now they do it way more often when fighting you! Instead of the usual boss-of-the-week growing big at the end of the fight, every enemy you face has a high chance of pulling a "SURPRISE, I'M HUGE NOW" move. If you're ever caught without a Ressha to pilot, well… good luck dodging that skyscraper-sized foot.

Low Imagination Energy [+200 CP]
Imagination is the key to power, and, uh… yours is running on fumes. While others can summon trains, create powerful constructs, and fuel their fights with limitless creativity, you are stuck feeling like a phone with a dying battery. You get tired much faster, your attacks are weaker, and if you push too hard, you might just run out of energy mid-battle and collapse. Hope you like sitting on the bench while your friends take care of the cool stuff!

Tragic Backstory Express [+200 CP]
Your past is so incredibly tragic that even Akira would tell you to lighten up. Whether it's losing your home, being betrayed by someone you loved, or a devastating failure you can't move on from, you carry a deep sadness that drags you down. The Shadow Line loves messing with people like you, so expect a lot of villains monologuing about your pain and trying to turn you into a despair-fueled train wreck. You'll have to find a way to move forward… or risk getting permanently stuck at a station called "Emo Angst Junction."

No Outside Powers [+400 CP]
Did you think you could bring all your cool abilities, magic, and OP skills from other worlds? Hah! Nope! The Rainbow Line has strict baggage policies, and all outside powers have been sealed away. You're now just another lost kid on a train with no special abilities, no super-strength, and no way to cheat your way through problems. If you want to get stronger, you'll have to do it the hard way.

This Train is Always in Combat Mode [+400 CP]
Every train ride is supposed to be a peaceful journey, right? Well, not for you. From the second you step onto the Rainbow Line, you are constantly thrown into battle. Random Shadow Line ambushes, rogue mecha attacking out of nowhere, and even bizarre one-on-one duels on top of moving trains—there is no such thing as downtime for you. If you so much as blink, a new enemy will already be lining up to punch you in the face. Have fun never sleeping again!

Betrayal Junction [+400 CP]
Somewhere, at some point, someone you trust is going to stab you in the back—and you will never see it coming. Maybe the Conductor has been working with the Shadow Line. Maybe a fellow ToQger gets corrupted. Maybe you get turned evil, and your friends have to stop you! You won't know who, when, or why, but at some point, your trust is going to be shattered in the most dramatic, over-the-top way possible. The real question is: can you fix what's broken, or are you doomed to be betrayed forever?

You're Just Some Random Person [+400 CP] (Cannot be taken with "No Outside Powers")
You know how the ToQgers are filled with amazing warriors brimming with imagination? Yeah, that's not you. You are just a normal human with zero enhancements, no special abilities, and a body that breaks under the slightest pressure. Even if you get a Ressha, you will always be physically weaker, slower, and more fragile than literally everyone else. Hope you have a good survival strategy, because you are the squishiest thing in this entire world!

The Shadow Line Hates You [+600 CP]
Congratulations, you've done something that has irrevocably angered the entire Shadow Line, and now you have a permanent bounty on your head. Whether you made an offhand comment about their fashion choices, interrupted an evil monologue, or accidentally made the Sanzu River way more chaotic than usual, you've become a target. Doukoku Chimatsuri or Manpuku Aburame—depending on who you've offended—has made it their personal mission to ensure you never have a peaceful moment. No matter where you go, you're constantly hunted by top-tier Gedoushu warriors. This means not only dealing with the usual Shadow Line goons but also their most deadly assassins, mercenaries, and other supernatural monsters that are eager to cash in on your bounty.

Your life is now an eternal game of "dodge the death train" because no matter how clever your plans are or where you try to hide, the Shadow Line will always find you. Whether they're sending a giant monster after you or corrupting someone you care about to trap you, the constant threat of danger hangs over your head like a dark cloud. The only way to survive is to be on constant alert, battle the endless waves of monsters, and somehow navigate the ever-present betrayals of the very people you're trying to protect. There's no escaping the wrath of the Shadow Line now—only surviving it.

Ten Years Later:

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.

Notes:

1. I have none.