Kamen Rider Neo Heisei Part 4: Ex-Aid
Dangerous Zombie Edition
By eagerDigger and HeavensAnon

In the year 2011, there was an outbreak of a new disease: The Bugster Virus. Spawned from computer data, this virus spawns a 'Bugster' - a video game enemy or character made real - from the host, eventually causing the host to disappear from existence to fuel the Bugster's existence and letting them become 'complete'. The outbreak was eventually halted, and the CEO of Genm Corporation, the one said to be responsible for this 'Zero Day', was arrested and jailed. While the event never reached the eyes and ears of the public, there were many who had died as a result of Zero Day, carving the legacy and existence of the Bugster Virus into the medical community.

The year is now the late 2016, and the Bugster virus is about to surface for a second time. One week from now, Emu Hojo (also known as Genius Gamer 'M') will acquire a Gamer Driver and begin his own battle against the returning threat of an outbreak, and events will spiral out of control as the true culprits and several conflicting forces all collide with each other. What you do from here is up to you.

Game Start! 1000 Choice Points, Get!

Age and gender may be chosen freely, though it is recommended to make sense for your background - you won't see many teenage doctors or child executives, after all.

<u>Origins:</u>

Choose one. You may decide if you enter the world with background memories or as a mysterious new figure without such.

Gamer - Game On! You're a newcomer on this stage - quite possibly an ordinary person who just plays video games, or some weird interdimensional traveler who popped in out of nowhere. You may not have any starting memories of special note or connections that help, but what you do have is skill and a determination to win. You know how to beat games both through skill and clever exploits, and you're intimately familiar with the ins-and-outs of technology in the emergent 21st Century, and how to use it to your advantage. They won't see you coming.

Intern - You're just another nobody, really. Someone making an honest living for the sake of helping others, even if you might try not to show it. You might work as an understudy at a hospital, or just be a community worker, but all you have to you are your life skills and a good heart. However, sometimes you have a weird feeling of deja vu, as if something important happened to you in your past and you somehow forgot about it. One way or another, you will be offered recruitment as part of CR...or possibly even Genm Corporation. Do they know something about you…?

Doctor - There's no place for civilians and patients on this battlefield. You're a licensed (or unlicensed) doctor, with all that this implies - you know how to operate under pressure and you perfectly understand the threat that the Bugsters pose to humanity as a whole. Whether recruited by CR or operating on your own, you have undergone the compatibility surgery for the Gamer Driver, and are ready to deal with the threat one way or another. Just don't forget those who are important to you, or you might lose more than your life...

Executive - The video game industry and hospitals have one, simple thing in common: It is a business. A business is kept running in operation by the income generated by customers. You are either an employee of note or an important asset to a company that knows this practice well, possibly even Genm Corporation itself. Maybe it's to show off your genius artistic ability, or perhaps you simply care only about generating as much revenue as possible. Who knows? Maybe you even go against the grain and work to help others and combat the Bugster Crisis. Either way, this conflict is a golden opportunity, and not one you'll miss.

Bugster [400] - *Let's Game! Bad Game! Dead Game! What's your name?! The Bugster!* You're not human at all. You're a video game character brought to life from a single Gashat of your choosing, and after infecting your host until you became complete, you gained a real human form of your own. You have several unique abilities based off of your video game, though these tend to be simplified versions - being a wizard would give you fireballs and teleportations, but not a complex magical system, for instance. You also have perfect compatibility with all Gashats, able to use them to transform even without a henshin device. Whether you choose to aid Genm Corporation's insane plot against humanity or rebel against your kin in the name of peace, that's all up to you. With all the unique abilities and resilience a complete Bugster has, you have no shortage of assets to provide for either side of this conflict.

Oh...and one thing. The Bugster Virus normally kills your host to complete you. That would be unfortunate if you're against taking a life for your own sake, so you have the option to have them survive as a companion, being similar to the miraculous case of Burgermon - becoming complete without killing said host. If you do not want to guarantee their survival this way, you may instead buy this background at a discount, for 200 points. Just don't mind the memories of your host's dying moments keeping you company afterwards.

Perks:

Know Your Game [100 - Free for Gamer] - You can't call yourself a Gamer unless you know your stuff, from Taddle Fantasy to Tokimeki Crisis! You now know about every single video game in this world and future worlds, along with everything about their gameplay all the way from their development cycle to every secret item. You can recall all of these details perfectly, and it comes with a boost in your video game skills as you understand every nook and cranny of every genre ever. That said, it can be boring if you already know how a game goes, so you can toggle this feature off and give yourself 'soft amnesia' regarding a video game - letting you enjoy it from the ground up all over again.

Beta Brat [100 - Free for Gamer] - Jumper, stop pushing everyone. Jumper, stop being so loud. Jumper, stop holding petty grudges--oh, what's the use? For some reason, people are more content to let you get away with bad behavior, from being obnoxious to pushing over your allies for no good reason, and even camping at someone's house and refusing to leave. They will get used your antics and not think less of you for it...assuming you don't seriously hurt someone or their goals, anyways.

Check This Out [200 - Discount for Gamer] - We're not living in the stone age anymore! Humanity has technology as an everyday thing now, and you know just the right way to use it. When you're tracking something down - a clue, a person, a special edition copy of Bang Bang Shooting - using social media and other public networks will always yield some sort of relevant clue to you, no matter how obscure the matter is. Hm? You actually are living in the stone age or the Internet doesn't exist yet? Not to worry, you know how to use old-timey news sources and rumor mills the same way - all the way from town gatherings to newspapers. It might take a bit longer to find anything useful, though.

Think Before You Henshin [200 - Discount for Gamer] - Woah, woah, woah! Hang on, Jumper! If you use that Gashat, it has a serious risk of actually killing you! Okay, not really, that one is fine, but this kind of warning is what you get, now. When you or someone you'd rather not see die or get hurt is about to use some kind of dangerous or experimental item or substance that will seriously and negatively impact either, you'll get an undeniable warning in your head and receive a window of time to stop that mistake from happening. As a bonus, you also understand what materials or methods would be needed to use said item or substance safely, letting you prime yourself for whatever will happen next.

I Wanna Be the Guy! [400 - Discount for Gamer] - The deck is stacked against you, the game was made by a vindictive madman, and the dice are more loaded than a cannon. A quitter would just give up and go home, bowing their heads in shame. You won't - you'll keep fighting until the bitter end. Your thoughts of panic, anxiety and failure can be freely suppressed or dispelled outright, giving you a clear mind and a large boost in your determination, giving you the mental fortitude needed to overcome an otherwise impossible scenario, thinking of new solutions and ways to fight where others would have given up. And with that amount of focus, you're bound to find something. No game is impossible or too hard for you!

Cherry Tapping [400 - Discount for Gamer] - You've got 1 HP and you're staring down a super boss that just turned the rest of your group into mincemeat. Run away? Naw, you're just going to dodge and weave until they get too tired to keep going, whittling down their health with small attacks all the while. Against a superior or unconventional foe, both luck and skill twist the odds in your favor, letting you wage a one-Rider guerilla war that exploits loopholes in rules and uses trickery in battle, making weak attacks effective by striking unguarded areas and staying alive until your enemy has exhausted their resources. You'll be dancing on a razor's edge - one screw-up is enough to be Game Over in absolutely overwhelming odds - but this 'never say die' way of fighting will let you be a serious obstacle against these opponents, perhaps even finding a way to defeat them...

Building Immunity [600 - Discount for Gamer] - You know the old saying 'it only works once'? The special attack isn't so threatening after you've seen how it works, the flu isn't so bad when you've weathered through the worst of it, and insults don't really have the same bite if repeated over and over? Whether it's a weird gene in your body or luck and pluck, this applies to you greatly. A specific attack or technique becomes less and less effective against you in both damage and actually hitting you the more it is used against you. This applies to specific things - a flamethrower would be less and less effective on you, but fire tossed by a magical wizard would still hurt you the same way. However, you'll find that as your foes on your journey exhaust their bags of tricks more and more, they'll have to think of new ways to defeat you - because at its height, these techniques and attacks are laughably easy to dodge or just slightly tickle you. Should have leveled up!

Interestingly, this applies most strongly to disease - when you catch an infection, whether from a cold or a supernatural disease like the Bugster Virus, you can overcome the infection through nothing but grit and willpower, until you become immune to negative symptoms while retaining the benefits. Risky, and possibly life-threatening if you push your luck...but you can see the benefits of powering through the worst, no?

I Don't Wanna Know! [600 - Discount for Gamer] - You don't want to know how cliche' the world is, because you're on a mission right now. No one knows how to deal with a spitfire spirit like you, and your foes often make the fatal mistake of overlooking you in their plans. You don't look worth spending effort on, or perhaps you're just a speed bump in their plans. That's fine. You now know how to make the mistake a fatal one - if an enemy underestimates you or your abilities, or otherwise looks down on you, your abilities against them in combat skyrocket in effectiveness.

This will steadily fade back to normal as they quickly realize their error - but you have more than enough time to put them in the ground before then. And if this happens to be a true 'competition', like a tournament or a video game? This boost is tripled for the occasion. Even after you soundly trounce someone for looking down on you, those who stand against you routinely forget to consider you in their plans or prepare for the threat you pose - it would take a true vendetta or a concentrated effort to get them to prepare for you.

For My Patients [100 - Free for Intern] - It pays to have a good bedside manner when someone is suffering or sick, doesn't it? You have an excellent amount of empathy for others, and know how to talk to someone kindly without coming off as condescending. You're also good at basic medical diagnosis and first aid treatment, letting you treat a patient as best you can before they require an operation or more diligent care.

Genius Gamer 'J' [100 - Free for Intern] - There is another 'you' kicking around in your head. A split personality of yours, acting as a foil to your everyday self. Whenever you wish, this other personality may take over - and they are a savant and expert in a single skill of your choosing, perhaps even surpassing you in this field with gusto once they have control. Not to worry, though - though this personality may clash with yours, it has all of your best traits and wants the best for the both of you - it won't do anything to harm you or oppose you, or try to take control without your approval, and you'll remember your actions as either completely. This may make the other personality seem like a mood change at most...but don't underestimate two heads in one, alright?

A Crystal's Light [200 - Discount for Intern] - It can be difficult to lose someone that you love, or have to endure humiliation and defeat as constant companions in your journey. But you can't give up or compromise your own morals with fears or doubt - you have to keep going. No matter what emotional hardships you endure, no matter how much pain you must bear, you will be able to take it on the chin and do your best to smile for those you protect. No temptation to quit or compromise will work on you - it will be your own decisions you make on this path, never another's.

Red Eyes [200 - Discount for Intern] - Of course, if you're in a bad situation, there's nothing wrong with letting someone else take the wheel. When you want some sleep or want to 'tag out', your split personality can take over with a bit more sapience than the base ability gives it. Your mind will be unconscious but quickly remember everything they did while they were in control, and you'll feel fully rested and refreshed even if they ran a mile in your place. As an extra benefit, if you encountered mind-scarring or shattering circumstances - successful mind control, an extremely traumatizing event, or stress beyond what you're able to handle - the personality will immediately take control and give you time to recover, always acting in a way you would approve of.

Over time, your mind will piece itself back together, good as new. In addition, your other self will be immune to any forms of mental control or damage to the mind during this process. No matter what, you have a friend who will always aid you when you need it.

I Lied [400 - Discount for Intern] - Why is everyone always so surprised about the secret of some lie? Sometimes, the truth hurts more than a lie, you know. You're an incredibly good deceiver and con artist, able to trick both the good-hearted and the paranoid Machiavellians in the world with ease. The weirdest part? No matter how many times you lie to others, everyone else you meet for the first time will take your words at face value, perhaps even trusting you...even if you have a notorious reputation for being a swindler and a liar. But surely this time you're on their side, right?

Mighty Jumpers [400 - Discount for Intern] - It's a little bit of a weird idea, but maybe you have two 'yous' kicking around in your head. And maybe, just maybe, you have some way to externalize those other selves...a special Gashat, a spiritual power, something that lets them stand by you. Upon using any sort of power that creates another external force or body, you may channel your 'other self' into these, and when they do, you are a team like no other - you function as a perfect duo and are in perfect sync in movement and actions, not even needing to make a plan with them out loud - they already know what you're both going to do together. After all, you are them, and they are you.

If you lack another self or a way to externalize it, you can teach a companion or a close ally to have a similar bond and unspoken teamwork ability...though it will take a bit more time to develop.

Change Your Fate [600 - Discount for Intern] - It doesn't matter what happens or who you have to work with to get the job done - you will change their fate. Your ability to fight for those important to you, whether saving their lives or avenging their honor - is greatly increased, able to topple overwhelming odds in the name of saving and protecting the lives of others. The stronger the bond, the stronger the boost, so that a mouse may yet topple a giant in the name of others. In addition, this sincerity and kindness tends to rub off on others - even if you were forced to work together, your allies or those with similar goals will warm up to you, even the most difficult and single-minded of personalities forming a bond of trust and friendship with you.

EXCITE [600 - Discount for Intern] - You finally remember, after all these years: You have the Game Disease. You underwent a mysterious operation years ago, which incubated the original strain of the Bugster Virus in your body for several years, before it was extracted again. And that is where your 'other self' comes from - it is YOUR Bugster, complete and made whole without killing you. As a benefit to being one of the two original hosts, you can utilize any and all Gashat technology more effectively than anyone else, even if the dosage of the virus would normally kill you. This potentially includes the most powerful of Gashats, such as the administration Gashat of Kamen Rider Chronicle or more, should you make or get your hands on them. This also gives you immunity to any other 'data-based' diseases that would seek to influence you, even mutated strains of the Bugster Virus. **Bugsters cannot purchase this perk.**

Finally, your Bugster is now a full companion, and at any time, the two of you may rejoin bodies to greatly boost the benefits they provide you as an 'other self'. Your skills and mental computation abilities skyrocket together, and you both operate in perfect sync with each other, acting with all the benefits of both a 'perfected' video game character and your own mind. Together, you are Mighty.

...though, even discounted, this looks a bit pricey, doesn't it? If you want, an Intern could receive this perk for free...though you must take the 'Goodbye, Me' drawback for no points. It goes without saying you'll have to deal with a very problematic Bugster before you actually gain the full benefits of this...

Don’t Show Weakness [100 - Free For Doctor] - Freaking out? Losing your composure? Acting like a cartoon character in a professional environment? No thank you. No matter what, you know how to keep cool under pressure, and how to have a stoic and minimalist facial expression no matter what you’re doing - whether it’s surgery, fighting the Bugster, or eating cake. You also know how to tune out mental or emotional pain to focus on a task, though it may eventually surface if you suppress it for too long.

Sweet Tooth [100 - Free for Doctor] - Who says that a genius doctor can’t appreciate the simpler things in life? You have both excellent taste and excellent ability in the culinary arts, especially when it comes to baked goods like cakes or pastries. You can put together a mean dessert dish right after a stressful operation, and the entirety of the staff will likely enjoy your efforts.

Be Your Knight [200 - Discount for Doctor] - You might come off as someone who keeps to themselves, acts like a weirdo, or just gives others the cold shoulder...but despite that, there’s always someone who wants to provide warmth to your heart. You will attract people of your desired sex despite any shortcomings in personality...especially those who act as a foil and a respite for you, creating a contrast that brings out in the best in your heart and soul. Just don’t break their hearts in reply, okay?

Nothing I Cannot Cut [200 - Discount for Doctor] - Following in the footsteps of Hiiro Kagami and other Genius Doctors, you are a prodigy in the field of surgery and medicine, able to operate on everything from cancer to supernatural diseases that leave the realm of science and reason entirely. So long as you have equipment and time, you can operate on and treat just about any disease with a team you can coordinate with expertise and time - and you can train anyone to be just as good as you in a matter of days. So long as a disease isn’t truly incurable, there is truly nothing you cannot cut.

The World Only Needs One [400 - Discount For Doctor] - No one else should have to carry the burden of being a Kamen Rider. While the Doctor Riders may disagree with you, sometimes it is better to carry the injuries and pain yourself. You may ‘take over’ the role of someone who is injured or otherwise out of commission, perhaps even have them grant you this role themselves...whether it’s ‘doctor’, ‘Kamen Rider’, ‘officer’ or what-have-you...so long as you stand in for this individual, you receive both the esteem and status benefits it would grant you, as well as the full attention of the enemies of this person or group. It will let you both protect them and handle things on your own terms, unless they decide to step back in. You may only carry one specific group’s ‘role’ at a time, but imagine what you can do with that time? I just hope you can carry it as well as they can...

Eyes Like a Scalpel [400 - Discount for Doctor] - You need to be able to pay attention to the smallest detail and find a clue from the tiniest of scraps, or else your diagnosis risks compromising the patient. You are a savant when it comes to reading others in terms of physical movements, posture, or even their personalities and motives right from a glance. You're also good at spotting clues or threads relevant to your interests or goals from the smallest of hints, drawing a line towards a lead in a very short amount of time. All you need is the smallest drop to find the biggest clue...

Genius Doctor [600 - Discount for Doctor] - You're not merely a prodigy, anymore - your skill in all forms of medicine and all forms of healthcare surpass the ordinary and enter the realm of the extraordinary. You were likely one of the heads of CR during the original Zero Day crisis, among those who diagnosed and manufactured a way of treating the Game Disease. Your knowledge of biological (or memetic, digital-like) conditions and disease is enough that you could generate a cure or treatment within but a few days of testing, even for things previous thought incurable or too ahead of the technology curve for you to be able to influence. In addition, this knowledge might let you make technology or devices that take the 'game' out of the 'game disease', letting you influence it and others as they truly are: Creating and preserving living data. Use this knowledge well.

Just A Fantasy [600 - Discount for Doctor] - No matter how bad things get, you will save them. When a loved one or someone important to you is in danger or threatened somehow, all attempts to save or rescue them begin to line up in your favor - the timely arrival of allies, a grave mistake made by the culprit, or your loved one managing to escape on their own. In addition, all attempts to seriously threaten those important to you through hostage situations, kidnapping, or similar 'personal' vendettas will almost always fail, and they'll come out of the experience without being worse for wear. Finally, when you fight for the sake of those you love, you will find yourself much stronger for the experience, greatly increasing your competence in doing so. If your enemies want to defeat you, they'll have to fight you themselves...and love is on your side.

The Man [100 - Free for Executive] - The poise of a businessman and a creator is their greatest virtue, isn't it? How can the masses trust someone who seems erratic, seems foolish...or just self absorbed? You can cast off your quirks and foibles and present yourself as someone truly competent in their field, a professional! Presentation is key!

Shin Jumper Neo [100 - Free for Executive] - You don't need to tie yourselves to the actions of mortals. You have that special gift, that amazing thing that makes you unique. People should be JOYFUL that you simply recognize it! Even if they don't understand what they call your "Lunacy" or your own "god complex" , they knew better than to try and question you. And why should they? You have the gift for expressing yourself brighter than any other, your movements and voice dramatic...as is natural! But, ah, if you actually ACT on these they seem to get annoyed. How frustrating these mere men can be!

Aim For the Top! [200 - Discounted for Executive] - It's not enough to provide the best, it is to let others KNOW It's the best. And you know just the words to say, to ensure people know your name and what it is exactly that you can offer them. But, even more importantly...everyone knows word of mouth is the best way to advertise. What better than a friend's recommendation, or to hear from all around you how wonderful or worthy something is? For some reason, you can cultivate these feelings and actions in your consumers, making them wish to spread the word amongst their friends and family.

Dangerous [200 - Discount for Executive] - It's hard to get ahead honestly in your line of work. The business world is a wild place, with its share of scavengers, prey...and predators. You have the natural viciousness and opportunist nature to be a shark in both the boardroom and the battlefield, being able to 'smell blood in the water' so to speak and strike when your opponents are weak, exhausted, or have their resolve broken. It's kill or be killed, and you very much prefer to do the former.

With The Plan [400 - Discount for Executive] - You can see it all playing out before you...you'd be an excuse for a superior being if you were short-sighted! No, no, your unique nature has given you the insight that no mere ordinary man can lay claim to! You are able to form schemes and plans with amazing flexibility, being a genius at predicting and exploiting the actions of others in response to your plans and changing the necessary details to ensure they'll keep ongoing in case of any...sudden developments. But, if that was all you'd only be a spectacular person. You're much more than that: Your ability to set up contingencies is such that even if you were to be struck down by overwhelming force, you could even have another person manipulated into carrying out your plans...to your benefit, in the end. How could anyone measure up to such brilliance?

Of Course, You Need My Genius [400 - Discount for Executive] - Your talent is a treasure more valuable than any gold! There are so few truly remarkable people in this world...who would snuff out that light, when they could turn it to their cause? Thankfully, your light is RADIANT! People can clearly see you hold within yourself the answers to their problems(even if you were said problem's cause.) They'll stay their hand even if they have an easy shot to kill you, as they'll prioritize getting your skills on their side. As is natural, any treasure is worth taking for yourself rather than destroying. And among treasures, you are a Holy Grail!

Win Their Hearts [600 - Discount for Executive] - You know what people want and how far they're going to go to get it. While it's probably easier for you if you already have it, finding out the most expedient (Though not necessarily easiest, most pleasant or even necessarily legal) way to get their desired 'reward' isn't an issue for you either. This not only makes you wonderful at getting people to buy what you're selling(metaphorically and literally), but your touch with the desires of those around you mean you can make people believe what you want them to believe... even if evidence points right towards you. After all, you're just an honest businessman.

Blessing of the Gods [600 - Discount for Executive] - You have truly earned your title, as the one who works the arts of a God. Firstly, you're a visionary in Game Design. Your name ranks among the greats who could define and innovate entire genres and their conventions, be it in designs and concepts, or the actual execution of these concepts. Secondly, this has allowed you to break into a field only Dan Kuroto has extensively covered: The knowledge of the Bugster Virus. With this, you can infect Gashats and use the Bugster virus in conjunction with them to bring forth new and wonderful things. Not only that, but you can adapt the kind of technology needed to make a game console to instead develop Gamer Drivers and Bugvisors, which are able to utilize these Gashats for greater power! While this alone would bring you to the vaunted levels of heaven, you have gone one step forward: you know how to utilize dosages and exposure to the Bugster virus to improve human beings, allowing them to (if done right) become partially data and utilize otherwise lethal but powerful Gashats such as Dangerous Zombie. The blessing of the Gods dances in your hand..let them know who truly holds Power in their grasp!

Bugster Physiology [Free, Restricted to Bugsters] - As a Bugster, you are a being of video game data and it's plainly obvious with everything you can do: You have a number of abilities based on your original Gashat, these abilities are usually offensive and thematic 'superpowers' much like you'd see in early video games. For example, the RPG Bugster was able to cast basic fireball and healing spells, while the bugster of a First Person Shooter was a tanky armored man with a wide variety of high power weapons.

These usually aren't much more esoteric than would be expected of a Monster of the Week. Additionally, you can summon weak Bugster Virus(Pathogen-headed creatures that otherwise are mindless human-form minions) mooks themed to your gashat as cannon fodder and general numbers advantage. Beyond this, you're resistant to being destroyed through pure brute force: If someone were to simply attack you and kill you physically, you'd be reduced to data and returned to the Gashat tied to you or your Bugvisor(your choice) and remain dormant there to recover for some time.

This leads into your next ability: You can Level Up from being defeated in combat. While Levels don't necessarily grant you new abilities, you do improve your physical capabilities up to a 'cap' of seemingly level 99. You start off as the Level 10 Bugster of your Gashat, and will increase by a few levels every time you are physically 'killed.' However, if something were to directly attack your code or data, you could be deleted or deactivated. This also can be circumvented if something were to say, somehow keep you in the 'dying' state indefinitely or otherwise trap you in a state which you are helpless. Still, it provides quite a bit of utility, being made of Data, as you are also capable of 'disappearing' into data to travel invisibly (though this can be interrupted or intercepted by special technology or similarly data-based beings.)

New Game [100 - Free for Bugster] - This should be evident: You were once upon a time an "NPC" for a video game, now with your own life and mind. But you can still know a game when you see it, and from here on out you can understand the rules of a game or competition you're

involved in at an instant. This also works for worlds that operate on the mechanics of a video game, or a VR setting!

Jumper JiJaJiJao [100 - Free for Bugster] - Video Game Characters are notoriously...eccentric, aren't they? It's clear that you don't have to act convincingly human for people to accept you, all you have to do is be yourself and even if that's an obnoxious fool with stupid clothes people will still ignore that.

We Would Like To Play [200 - Discounted for Bugster] - Games are fun, why should people not get to play? You can show people the joy of games and convince them that they should give one the benefit of the doubt even against their best reservations. You can even turn what would be an all out chaotic brawl into a proper duel, if you had enough time and leverage to talk!

See You Next Game [200 - Discount for Bugster] - It'd be boring if you just stopped playing a game because you won or lost...So, it's better to be able to play the game again later. You can pull a "Villain exits stage left" moment, by admitting defeat totally and breaking away to retreat. In most circumstances, completely conceding will let you get that desired Round 2! That is, of course, unless you've pushed your luck too hard and lost one too many times...especially when the victor is out for blood.

No Need For Bad Juju [400 - Discount for Bugster] - Games aren't all just about fighting and winning, right? Following Burgermon's example, you can substitute a battle or fight to the death with a friendly competition! Be it through a game of cards, a cooking competition, a dancing fight or even just a nice friendly game of rock paper scissors...it'll be treated as though you were 'defeated' if you lost this, same as your opponent, and neither of you will bother each other unless one side presses the issue. Nothing says you can't do a rematch either, though they'd have to agree and up the stakes for it to probably be appealing.

Super Co-Op [400 - Discount for Bugster] - It's natural that you'd be good at working together. After all, games are at heart something played with friends...or bitter rivals. You are able to put yourself into a 'duo' with another, supplementing their own abilities and strengths with your own. The best of both in this pairing will be present for both members of the Duo, and more than that no matter the disparity between the two you'll both feel and appear like equal partners in the teamwork. When the two become one, the greatest power will be unleashed...even after all this time.

Save Data [600 - Discount for Bugster] - Did you think being made of Data was just a claim, or an excuse? You're able to access and play with data, absorbing it into yourself with a frightening ease now, 'hacking' computer systems you enter in your data form and taking in all information within it(though you'll have to overpower any defenses it has first.) Curiously, as a virus that infects both humans and computers...you can even use this curious power on humans, pilfering their memories for information so long as you can overcome their will. Nothing's out of your reach, is it?

Our Lives Matter [600 - Discount for Bugster] - Bugsters aren't just video game enemies meant to be defeated and killed by humans, over and over again. You are just as real and alive as they are, and you won't live by those simple, two-dimensional rules ever again. While you could already use most technology made from the Bugster virus already, your body has mutated to include actual human DNA, which will enable you to use the Gamer Driver and any sort of device that requires a living biological form in your Bugster form...in fact, you can now use any sort of technology or item that specifically requires a certain type of body. This includes devices you enter, letting you ignore things like security or passwords in technology with ease. There is nowhere you cannot go, and nothing you cannot do.

Items:

Game Start! [Free/200] - The conflict between a virus born of the data of Video Games and the brave doctors who work to fight this threat is fought with a pair of tools: The Gamer Driver, and the Gashats that work alongside them. By using a Gashat, a cartridge-like device, in the slot of the Gamer Driver...you level up, becoming the basic level version of that Gashat's Rider form. From there on, you can fight the Bugster or other Riders using this. However, you may already be in possession of a Gamer Driver from Kamen Rider Neo-Heisei Part 3. If you have the Gamer Driver capable of fighting off regular diseases as Bugster from that jump, you can import it freely into this and also gain a bonus: Disease Bugsters when defeated will drop Gashats, which contain the game data for a (possibly brand new kind of) game that the now-cured patient would enjoy playing. After all, making sure your patient smiles at the end of it all is important!

However, if you're a Bugster or an Executive you get something a bit different from this present. You see, Bugster are unable to use Gamer Drivers by themselves due to lacking Human DNA. So instead, you either gain or convert a pre-existing Gamer Driver into a Bugvisor, a Game Boy-shaped driver. While it has only one slot in comparison to the Gamer Driver's two, it is capable of being used as both a chainsaw-type melee weapon as well as a rapid-fire machinegun, and finally...though this use will get you the ire of the Doctors: you are capable of firing a 'cloud' of Bugster virus to infect others by utilizing this Bugvisor. It's no toy, despite the looks...the Bugvisor's a Dangerous thing. **Bugsters who have taken "Our Lives Matter" will be able to use both Bugvisor and Gamer Driver, and will be allowed to have both. Similarly, Executives may choose between a Bugvisor or a Gamer Driver. If an Executive or other background wants both, they must spend 200 points to receive a Bugvisor in addition to a Gamer Driver.**

Voiding the Warranty [100] - Oh. Well a Mr. Dan Kuroto isn't going to be very pleased by this, but...If you have a transformation device from another world or place, such as a Kamen Rider belt? You can graft it and your free Gamer Driver together, allowing you to utilize both Gashats and the device's pre-existing gimmicks together. Mix and match in interesting ways! Just remember, GENM's no longer contractually obligated to replace any moddeed Gamer Drivers or Gashats by breaking the warranty. (Thankfully, GENM isn't providing you this hardware in the first place so it's a moot point, isn't it?)

Jumper Rider General [100 - Free for Gamer] - Time to hit up the usual place...Your internet-capable devices(even in places where you don't have internet access, somehow) allow you to access an imageboard that has threads over various events in your current jump, as though they were an observing audience. The people who hang around on these threads don't seem to have a strong idea of what your out of context abilities are capable of, and will only make comments and have knowledge on things acquired in-jump. They'll still acknowledge left-fielder abilities, but expect some shocked comments as they try to figure out where your new power came from! In general, they'll be discussing your journey as if it were a TV show, and make inane arguments as well as various running gags. Every new world brings a new crop of posters, to start the community again fresh.

Game Library [200 - Discount for Gamer] - A gamer's dream come true, you have a solid wall to wall collection of video games and consoles from all across this world. The library grabs new additions automatically, updating itself as you go on with each world's unique games and consoles not found anywhere else. Unfortunately, GENM's Gashat-based Console is not among them and the games themselves are in mundane media formats instead of Gashats. Still, a perfect hoard of ways to kill some time, isn't it?

The Gamer's Den [400 - Discount for Gamer] - You spread your wings and took flight long ago! You've managed to find your own little home(even if it was through squatter's rights, if you want it to be an abandoned building) that no matter how much heat you rack up, tends to be pretty easy to overlook or consider beneath the effort to storm by most people. It's a serviceable living place that (unless, again, you want an abandoned hospital or similar) is the size, furnishings and luxuries afforded to a modest apartment. If you take "Game Library" with this, you also get an assortment of game merchandise of your choice to display on the shelves and walls. To spruce the place up, you know?

Proto Chronicle Gashat [600 - Discount for Gamer] - I'm sorry, what? I thought these were all supposed to be destroyed...Well, you see, this is a Gashat containing the data for a beta form of Kamen Rider Chronicle. This iteration of the game was a test of the concept of Ride-Players having a less static "Level Up" system compared to the beta Gashats used by the Doctor Riders. The idea was that the Ride-Players would start weak, but through defeating Bugster and otherwise gaining combat data, they would be able to "level up" automatically and keep the benefits of the new levelled up form permanently. This would allow them to be able to match up with the Bugster, who would gain strength upon being defeated. This concept was scrapped due to Dan Kuroto's insistence on making the game one where only one hero would arise, thus the use of an "EXP" system would run counter to that.

This is what remains: You can use this Gashat to transform in much the same way as the final version of Kamen Rider Chronicle, gaining a Rideplayer form without the use of a Driver. However, this Gashat's base Rideplayer form is a good deal more effective, being on par with Mighty Action X level 2 in strength and jump height.

As mentioned, of course, you benefit from the scrapped Level Up system. Your Ride-Player form gains an "EXP" Gauge underneath your Rider gauge. While you start at Level 1, as you win battles while in this form EXP will build and allow your Ride-Player form to get greater strength, allowing you to eventually even climb to the vaunted Level 99 (though the 'amount' of EXP needed to move from level to level of course scales as you do.) Not only that, but notable individuals("Boss" characters who are stronger than you, usually, or "rivals" who match you in skill such as the Bugster themselves) will 'drop' GashaTrophies upon defeat. These GashaTrophies are usually based on the person defeated, and upon using one while in Ride-Player form will alter your Ride-Player form to be more like the defeated enemy and gain a video game-style approximation of their abilities. It usually boils down to one or two things, such as their most basic unique attacks or a gimmick such as flight.

After hitting Level 99 and collecting at least thirteen GashaTrophies, whether from the Chronicle Bugsters or other foes, you will be able to ascend to the vaunted level 100 and become the true hero of Kamen Rider Chronicle: Kamen Rider Cronus. In addition to being both incredibly powerful and durable, able to defeat anything short of another Level 100 in a contest of strength with ease in terms of physical power. With Critical Crews-Aid, your finishing move, you can trap a dying foe eternally in the moment of their death until you yourself perish, preventing any inconvenient respawning. but with a Bugvisor you can use Cronus' most feared ability: Pause. Time will come to a complete stop, your enemies helpless against your attacks and actions until you Restart, removing the time stop. That said, there's a catch: Especially for this prototype, Kamen Rider Cronus is an extremely draining and dangerous form to use, tiring the user at best and utterly destroying their insides from a Bugster Virus overdose at worst. A typical Ride-Player using this form right away would likely immediately die. You need total immunity to the Bugster Virus, one way or another, to use this form safely - otherwise, its raw power and Pause will be a double-edged sword that may kill you as easily as it kills enemies.

With this, you can truly rise to become the greatest Hero of Kamen Rider Chronicle...No wonder GENM wanted it discontinued.

Casual Friday [100 - Free For Intern] - The benefit of being a nobody is that nobody really cares what you're wearing as long as you're not naked. So, you decide to take a little benefit from this. You have a truly eye-popping collection of brightly colored casual outfits, often pop culture shirts or hawaiian shirts with matching pants and shoes. While they're not something you'd take to a board meeting, they're definitely eyecatching...in the same way a neon sign is.

Medical Journals [200 - Discount for Intern] - You've been doing your homework! After all, the Bugster are a vicious plague on the earth and you'll need every bit of information you can get. Enter this: A folder with a number of peer-reviewed notes and articles on ongoings in the medical world. While this alone is fascinating, your interest is probably focused on the very recent publishings on the effects and dangers of the Bugster Virus on the human body, and what amplifies the spread and lethality of the Virus. There are a few more extrapolating from this, mostly hypotheses on how to stymie the infection and treat it effectively. They don't have much more than hypotheticals, but the information itself is as accurate as it could be due to being gathered from observations on Zero Day and CR research. Of course, a fresh batch of articles of similar quality will arrive with every new world, covering the unique diseases and medical advances disseminated there as well.

Gashacon Arsenal [400 - Discount For Intern] - You might not always have access to a Driver, and you definitely won't always be able to win alone even if you were. Enter the Gashacon Arsenal, an attempt to make sure you were always armed. This is a set of gashacon weapons(weapons generated by a Gamer Rider form as part of the Rider form's equipment) usable outside of Rider form and not being tied to any Gashat specifically, unlike the originals which require the use of the corresponding Gashat to even spawn. The weapons represented are as follows: The Gashacon Breaker, A powerful hammer that can break through solid brick and extend a sharp sword edge; The Gashacon Sword, a sword capable of inflicting fire and ice damage, and the Gashacon Magnum which is a gun that has rapid fire mode for multiple energy blasts, a single solid shot mode with thick energy blasts, and a "spreadshot" mode that allows for crowd control! All of these are capable of inflicting noticeable damage on Bugsters and letting you take down Bugster Viruses in a few hits! You may not find a use for them right away, but having them on hand can't hurt, right?

Experimental Gashat [600 - Discount for Intern] - Be very, very, careful with this. This is a prototype Dual Gashat, a blank one. It's meant to be the testbed for a new kind of Gashat, but...on it's own it doesn't have much use. However, if you're willing to survive the virus...You can activate this Gashat and take in a massive dose(Enough to kill a man a few times over) of the Bugster Virus to activate it. If you have a powerful will or some kind of way to resist the sheer amount of disease being injected into you by this (Such as having the EXCITE perk or Our Lives Matter, or even just being extremely disease resistant) the Gashat will transform into a powerful(such as Level 99) full one, based on the user's favorite game genre and designed to

fulfill their idea of a Dream Game, complete with a unique power beyond what a Gashat already affords you, such as a power armor, stage creation or a built-in vehicle. As a bonus on top of all of this power, this Gashat has a one-of-a-kind ability:

In addition to reprogramming ability on Bugsters and similar entities, the Gashacon weapon of this Gashat acts as an 'admin access' skeleton key - you may access any electronic device it can touch and reprogram it the same way you would a Bugster. Note this will not change their function (a home computer won't change into a doomsday device, for instance), but it does enable you to shape its code from the ground up. Truly, your power has become maximum.

Yes, I Am A Doctor [100 - Free for Doctor] - What, you think the name's for show? You're a PhD, and you have the papers to prove it. You now have official documentation for every medical field you have knowledge in, and with this it'll be a cinch to get hired at pretty much any hospital known to the general public. Not much more to say than that. At least they have to call you DOCTOR Jumper now, eh?

A Medical Instrument [200 - Discount for Doctor] - A surprisingly flexible little device. It resembles a stethoscope, but it's a medical 'scanner' that can detecting diseases both mundane and fantastic(such as the Bugster) and then projecting hologram screens to show the progress and effects of the disease so far. But wait, it also can scan DNA and blood samples to be processed by medical equipment, in addition to ALSO acting as a communication method capable of patching into most type of video feeds! It's an amazingly handy little gizmo, so let's make sure that CR isn't the only one with access to them, right?

Ready To Brave! [400 - Discount for Doctor] - It doesn't take a genius gamer or a genius doctor to see that having only a handful of people capable of fighting against a disease that could easily spread across Japan in a very short amount of time is a recipe for disaster. The Ministry of Health, alongside one or two competitors to GENM that have asked to be unnamed have managed to succeed at creating a non-GENM reverse engineering of Dan Kuroto's work. It's limited in power due to its purpose, but it shouldn't be ignored. This unique single-Gashat Gamer Driver(The N Driver) is only compatible with a single paired Gashat, The FamiKamen Gashat.

By using the N Driver with the FamiKamen Gashat, any person(even those completely clean of the Bugster Virus) can miraculously transform into a Gamer Rider form without being infected with the Bugster! The resulting form is considered similar to MIghty Action X Level 2 in performance, though it lacks much of the abilities tied to Gamer Riders such as Level Select, spawning Energy Items, or spawning an associated Gashacon Weapon. While it is a possibility for the FamiKamen Riders to defeat Bugster Virus and even lower level Bugster with both skill and numbers, the eventuality for a stronger countermeasure to the virus has been anticipated. A Level 20 Gashat that is an improved version of the FamiKamen called the Super FamiKamen is included with this, though it is an experimental Gashat that saps away at a normal human's

endurance so much that at maximum a mundane non-combat tested(or Bugster-infected) human could only remain in this form for 30 seconds before fainting away from exhaustion.

The competing company also working with the Ministry of Health created a very similar S Driver utilizing the HakaiGear gashat. They even have an answer to the Super FamiKamen called the HakaiGenesis, with much the same limitations. The main difference seems to be a blue and black color design in comparison to the FamiKamen's red and white color scheme, as well as being slightly lighter in it's damage output but being slightly faster.

Of course, just having one of these would be a moot point for their purpose...so now, you have the blueprints to constructing and assembling these with mundane plastic and metal, for both the HakaiGear/HakaiGenesis/S Driver and the FamiKamen/Super FamiKamen/N driver packages. Consider them home prevention kits?

Auxiliary CR Base [600 - Discount for Doctor] - A wandering doctor isn't going to get that much done, all things considered. A disease like the Bugster is not going to be fought with first aid kits and garish belts: It needs state of the art technology and experts around the clock. Fortunately, you've got perfect access to one. This state-of-the-art hospital is now in your ownership in some way or form, with high end medical technology that updates itself for every jump you encounter and includes secret surgery room(The equivalent to the CR) for dealing with Bugsters or data-based viruses. Not to say it's not adaptable enough for explicitly out of this world diseases, but that's what it's made for. But technology is nothing without the hands to use it. You have a number of doctors and medical technicians in the hospital who strive to match or even exceed your medical skills, often improving and growing alongside the hospital as they do. The battle against the Bugster Virus is a war: Welcome to your battlefield.

Ego Enhancers [100 - Free for Executive] - How could anyone see the interior of your mind if you don't PRESENT? To draw from your own SOUL and let it ornament your own workspace is truly the epitome of art, isn't it? Let them behold the nature of you with these: A collection of outlandish and unique props that display your personality, letting you make a room truly yours! Be it portraits of your own handsome face, games and toys from across the world or even a truly cultured piano to play as you explain your genius to others, you'll find it easily now.

Cordless Computer [200 - Discount for Executive] - Even a renaissance man like you needs to have tools to work your craft. And only the greatest of craftsman deserves...the greatest of tools! This computer(be it laptop or monitor+Desktop) possesses a battery that will never run out, made by your own hands as you'd expect! But that isn't all. It has a full toolbox of audio programs, visual design programs, and the game engines+devkits needed for you to crank out a game with a one-man team! The one being your own self, of course. And to top it all off, you have a suitcase of data-less Gashats and the software needed to upload complete games into the necessary Gashat! What would they do without you?

Gashacon Zapper [400 - Discount for Executive] - You've got better things to do than fight on your own, at least, if you aren't in the mood to bring down the wrath of god on some mortals. So, as a way to save yourself a little effort you've managed to acquire this: The Gashacon Zapper, a raygun with two large A and B buttons on the side. Much like the "Gashacon Arsenal", it is not tied to any particular Gashat itself. Instead, this weapon is capable of being 'loaded' with a Gashat, and then by pressing the trigger on the Gashat instead of firing any sort of projectile it spawns a horde of Bugster Virus mooks themed around that Gashat.

For example, for the game Mighty Action X, chef-themed Bugster mooks would be summoned. However, it has an even stronger mode: By alternating A-B-A-B-A on the gun, you can activate Critical Summon and 'call out' a simulacra of that Gashat's Bugster to fight for you. In our example, a copy of Salty the Bugster of Mighty Action X would be summoned. However, doing this 'expends' the gashat and ejects it, requiring you to retrieve it to activate Critical Summon again. While the gashat can still be used, the power used to call up the Bugster forces it out of the Zapper.

God's Throne [600 - Discount for Executive] - A god of games is nothing without his worshippers, and his church. Your brilliance has attracted both money, fame, and talent to your name and with it comes the culmination of your efforts: A video game company of your very own. Under your hand, the company has grown to be a million-dollar firm that has it's name known in the industry and...more so than that, it also has the infrastructure to manufacture Gashats and even meddle with the Bugster Virus! Though not with quite the finesse you have, of course. A secret research facility somewhere in the main building is even dedicated to insight into the virus itself! Of course...if you have such a property or company already you can enhance them with all these features. A merger, you can call it!

Knick-Knacks [100 - Free for Bugster] - It's always good to have little passtimes handy, you know? Ways to have fun and play games without having to sweat the big things. Paddleballs, jacks, yo-yos, a single handheld gaming console...various simple toys and ways to have fun as the hours go by are contained in this handy little basket.

Gashacon Bugshocker [200 - Discount for Bugster] - An intriguing prototype that was put away due to the ease in which it could be used to change the variables in Kuroto's schemes, this Driver is designed in the form of a classic gaming controller, similar to an N64 controller. While it lacks the pure offense of the Bugvisor, it has a special ability: By pressing both triggers on the Bugshocker while it's detached from the belt, it fires an energy 'lash' that you can use as a whip. However, when this lash strikes someone infected with or made of Bugster Virus, it can latch on and allow you to puppet them using the controller inputs. This energy lash can be broken with physical force, but it takes the power to cut a steel elevator wire to do so...Are you ready to play the puppets?

A Game Of My Own [400 - Discount for Bugster] - Several, in fact! This is a warehouse that contains several working arcade machines of various games - even cancelled ones like Mighty Action X! A very notable feature for Bugsters is that this includes a unique machine of your own game. Should you be fatally struck down, your data will be restored by this arcade machine and spit out a brand new Gashat of your game (should yours be destroyed). This allows you to win, even with continues! Though, mind the fact that your machine can be tracked down by a savvy individual...and its destruction will remove this respawn feature for the rest of the jump.

Gashacon Gauntlet [600 - Discount for Bugster] - This Glove...holds great Power. It is a Gashacon item that fits perfectly over your hand, and by using it, you can 'spawn' level items and fixtures to change an area into a video game level without even having to use a Gamer Driver first. A Bugster can use their own game, as well. This would depend largely on what your game involves - a puzzle game could create floating platforms or a moving floor, a shooting game can create cover and random 'mook' Bugsters for either side, and even make complex structures for your opponent to overcome.

Gashats:

So let's cover the basics of your primary tools in this world: The Gashat. Though the Gamer Driver and Bugvisors are two different devices, they hold similar features: The ability to 'Stage Select' and create a virtual battleground others can join by overlapping the Gashat's video game with the real world, and the ability to transform using these Gashats and gaining powers based off of their genre or content.

As for what Gashats actually are, they are handheld cartridges that contain video game data that has been influenced in some way by the Bugster Virus. A human who has had the relevant compatibility surgery, a living host of the virus, or a Bugster themselves can use these cartridges with a Driver to transform, giving them powers based on the video game in question and bending real-world physics with video game 'logic'. This is what enables Kamen Riders to take a limited amount of lethal damage without doing more than lightly bruise their real bodies, though this has its limits.

Higher levels of Gashats have different features and more power in exchange for less versatility, but these also involve higher dosages of the Bugster Virus, which can exhaust and possibly kill the user if they're unable to withstand it. **Since the Drivers themselves don't do much on their own, you get a free budget of +1000 Game Points (GP) to spend on Gashats.** You may convert CP to GP by spending 100 to get 100, but you may not do so the other way around and get more CP for GP. Not too confusing, I hope!

To purchase a Gashat, you must pick a single 'tier' below and any addons you wish to make to it, then spend the necessary points on it. You can design any sort of Gashat this way so long as it is based off of a video game genre and has abilities appropriate for its Level. Also note that if you use video games based off of other settings (or even other Kamen Riders), while they will

give you abilities that draw from these, they will tend to be simplified facsimiles that you would see in a video game.

If you'd rather purchase a canon Gashat or one of the examples listed in the Index, you may do so - you need only spend the points necessary for a Gashat of the same level. Just note that incredibly unique and one-of-a-kind Gashats, such as Cronus and Hyper Muteki, aren't available for purchase here - you'll have to get those on your own, some way or another.

One of My Own! [Free/100GP] - If you already own a Gashat from a previous Kamen Rider jump or had purchased one, you may import it here free, where it will start at its previous level. You may also convert a single video game in your possession into a brand new Gashat for 100 GP per new Gashat, which can be Level 1-2 for free or can be upgraded to one of the higher tiers by paying the relevant price.

Level 1-2 Gashats [100GP] - These are the standard Gashats from which the others are built. These Gashats include a 'chibi' Level 1 form for Kamen Riders, which look bulky and more than a bit silly, but are used to draw out an incomplete strain of the Bugster Virus from an infected patient. The Rider in question can then activate 'Level 2', which gives them a more mobile base form with a single weapon and passive ability based off of their genre. The platformer Maximum Mighty X gets a hammer and is able to jump high and kick hard, Taddle Quest receives a sword and a balanced amount of offensive power as well as generating chests full of RPG power-ups, and so on.

Level 3-5 Gashats [200GP] - Beyond the basics are the Level 3-5 Gashats. Meant to be used in combination with Level 1-2 Gashats, these are a bit stronger than their predecessors, increasing the power of a category based on their chosen genre on top of what Level 2 already provides. This 'upgraded form' adds utility to the Rider's base form and as well as power to a specific area. These can be used as a base form by themselves, though they tend to skip ahead from Level 1 - it's also not as effective as 'sandwiching' the two examples above.

Level 10-20 Gashats [300GP] - Sometimes called 'Level X', these Gashats are where we enter the realm of the unique and experimental. These Gashats skip the idea of leveling up entirely, giving a greatly upgraded form. In addition, they come with a unique passive effect based on the data of their game - a dating sim with an incredibly agile heroine in Tokimeki Crisis, an 'undeath' revival effect in Dangerous Zombie, or splitting into two individuals like Mighty Brothers. In addition, the base stats of these forms are much higher, letting them easily defeat most prior levels in a contest of raw power. Some of these even hold growth potential if you manage to absorb relevant data! How about that?

Level 30-50 Gashat [400GP] - Now we're officially in uncharted waters. These are incredibly powerful Gashats that step into the realm of flat-out 'cheating' in a normal game or battle involving Bugsters. A simulation game that turns the user into a living artillery platform (Bang Bang Simulations), a dark knight with incredible durability as well as ranged attacks and mook

summoning (Taddle Fantasy), a melee combatant strong enough to slam a hole into the base of a mountain (Knock-Out Fighter), and so forth. Both the base stats and the abilities of the Rider will make short work of all but the highest-leveled Bugsters (or Gemdeus) in a straight fight, and will give lower-level Riders no shortage of difficulty. However, this is also where high dosages of the Bugster Virus start becoming a factor...a human who isn't immunized or fully adapted to the Virus will likely faint from exhaustion, possibly greatly injuring their internal organs if they overuse this without first adapting.

Proto Gashat [400GP] - Where did you get these? These are Proto Gashats, which as the name says, are early creations of the technology when it was still in the testing phase. They're incredibly minimalistic as a result - monochrome color, different sound effects, and the form it grants 'Level 0' tends to look like a stripped-down or differently colored version of the final product. They're also not as strong as higher levels in terms of power. However, as this was meant for 'beta testing', the Proto Gashats come with abilities that allow them to shift the battle in their favor through various debugging tools. A 'level drain' that reduces the stats and power of an enemy with each time you touch them, a full stock of 1-ups that allow you to 'respawn' against a lethal injury (which may happen a lot if you're punching above your weight in this form!), or just having actual working limbs for a bike game. Don't ask. These beta tester tools allow you to use minor 'cheats' this way to overwhelm or dance around your foe. **Cannot be added to a Dual.**

Level 99/MAX [500GP] - Alright, this is just getting silly now. This is a Level 99 (or 'MAX') Gashat. First off, this is a two-slot cartridge that requires either a Gamer Driver or a unique device able to handle it. Second, you need to be able to survive an incredibly high dosage of the Bugster Virus and live to tell the tale - someone with EXCITE, Our Lives Matter, or an incredibly high disease resistance should be able to. If you can manage both, you have access to an incredibly powerful form that surpasses most Gashats in terms of power. It also receives a powerful 'support' - such as a bulky but agile suit of power armor, a vehicle based off of the genre and content of your game, or even a unique weapon or item that creates stage elements from nothing. Either way, your reward for being able to utilize something this powerful is the ability to rewrite Bugster programming, which also works on other 'digital' beings or entities - able to change their behavior or even remove someone's ability to transform. **Cannot be added to a Dual.**

Buying Experimental Gashat gives you one of these free...eventually.

Level 100 [600GP] - This is as far as the line goes before we reach the likes of Kamen Rider Chronicle's 'Hero' Gashat. Easily the unrealized pinnacle of Bugster Virus technology, this is a single-slot Gashat with an incredibly powerful form with all the usual benefits of a Level 1-2, except dialed up to...well, 100! Though exhausting, this is also safe for a human who has been able to survive Level 50 to use, letting them keep up with a Level MAX user in a straight fight. As a bonus for purchasing this, a Gashat you use in combination with this will 'equalize' to Level 100, likewise giving it a boost. This is the highest level you can achieve with this section...I wonder what you'll do with it?

Dual Beta [+100GP] - Of course, two is better than one...so why not make it Dual? This is a Gashat that combines two into one, letting you switch between the two at will. They lack the ability to merge into a combined form, but this adds considerable versatility to your arsenal...and also means less having to shuffle around looking for cartridges. If you've bought two Gashats, you may combine them into a Dual Beta by spending an extra 100 CP here. The combined Gashat becomes the Level of the highest one used in the duo, so a Level 50 Gashat combined with a Level 1-2 Gashat would become Level 50.

Dual [+200GP] - Why not one step further? Instead of just spending a measly 100, you can spend 200 to combine two Gashats you've purchased and flip between the two as a Dual, like the above. However, if you have both a Gamer Driver and an ability to resist a strong dosage of the Bugster Virus, you may access a unique 'combined form' that is exactly one level 'tier' above the Dual's. So if the above Dual was Level 50, the combined form would become Level 99 in turn. This would create a unique mishmash of the two genres, able to use all of the benefits of the combined Gashats with none of the downsides. You'll knock them right out with this combo.

Example Section:

A good canon set of examples lie in the main 3 lines: Mighty Action X, Taddle Quest, and Bang Bang Shooting.

The first 3 are named as such, and are all Level 1-2 Gashats and would be worth 100 GP per. However, the Proto-MAX Dan Kuroto used would be 400 GP as when used correctly it'd allow him to become Level 0 and gain his extra lives ability.

Meanwhile, Mighty Action X would gain the level 20 variant Mighty Bros. XX, making that version cost 300 GP instead. Going from there, Bang Bang Shooting and Taddle Quest would get a Level 50 Dual Gashat Beta that combines into Bang Bang Simulations and Taddle Fantasy.

Of course, canon examples are easy to use. Let's try some...non-standard, original examples, shall we?

First, let's try a Proto Gashat! While they have some canon abilities, we can have some fun with that beyond level drain without copying Dan's extra lives(Which are kind of a misnomer, as particularly strong hits can burn through lives pretty easily.) As level 0 were debug, let's try a Debug Gashat called Force Adapter! It'll be a Proto-Gashat so it's not quite as strong, but instead of extra lives let's give it a similarly nice ability: The ability to mimic and improve on Gashats! So, this is an easy enough ability to justify, as the Force Adapter is probably meant to test game balance for Gashats before shipping them out. A sort of dev console, if you will. We'll pay 400 GP for that, as all things considered it's a Proto Gashat.

Besides that, we can do the archetypical fun build for a Dual Gashat. Let's take two ideas: A Survival Horror game, and a monster taming game. Let's call them Night of Hell and Heaven Dungeon. So we'll make them both Level 50. Good on their own, Night of Hell is capable of using stealthy darkness mists and quick attacks to cover for it's lack of damage output, being able to teleport and use flame. Heaven Dungeon allows for powerful strikes of 'holy' light and can even restore it's own Rider Gauge by good amounts. But maybe we need a bit more punch...so let's get Dual and make it the Night Of Dungeon (Or Heaven of Hell) Dual Gashat. Assuming a Bugster/Human hybrid is using it, you can combine to get the Heaven of Hell form, a Level 99 that gets both dark mist stealth AND and powerful attacks, as well as being overall stronger than the two alone.

For our last two, let's try a full line for two Gashat 'franchises' if you will. They'll start off similarly but go down a different route as they do.

Let's start with Elytron Odyssey, a level 1-2 Gashat based on open world games. It has a blade and the ability to fight effectively, but like all gashats at this range it doesn't have much more than that. It's not that strong on it's own, so we'll get a level 5 to complement it: Gattai Mecha, a game of fighting robots, which gives him a full complement of weapons such as a rapidfire machinegun and the capability of flight! Let's go from here on to his powerup. Wasting no time, he gets a Level 20 base form Gashat, Elytron Escape(A game about working together with someone trying to beat you in a race) that gives him a second "bugster" mind in this form, fitting as the dosages are greater and greater. While it gives him great strength, it also has to be tamed and convinced...but when working together, the suit is twice is strong! Still, something with more potential can be bought too: Elytron Hero, a superheroics exploration and parkour game. As a Level X Gashat, this particular one gives up power for the ability to get stronger by taking in relevant data. Considering it's a superhero game, it's not difficult to judge that the data it becomes stronger from is that of "saving" people. So, it gets a little better every time it does a rescue. Still, We should probably see if we can get one better: Level 99. Raid On Odyssey, an open world MMO where the emphasis is on destroying raid bosses that can take up entire levels. Part of this is that the player gains the Raid On Dragoon, a rideable dragon-like construct that can attach to the landscape and attack!

But, maybe you want to see a different path. Let's try Bakuretsu Spy, a level 1-2 gashat based on stealth action games. While Elytron odyssey skipped right to Level 5, being a bit more conservative and being able to combo a Level 3 with any of the other low-level gashats seems more useful so let's get that. From there on, we skip immediately to a Dual Gashat Beta, A level 50 "Bakuretsu Rising" cinematic action game fused with "Galactic Combat", a level 3 Gashat. Seeing as this is 700 GP for two level 50 forms in comparison to the 800 to get 2 different level 50's, this isn't a bad idea at all as the Galactic Combat Gashat is now Level 50. Of course, deciding the idea of getting a Level 99 or two 50's to make a Dual is a bit too fancy, we now skip straight to level 100 for sheer power. With this we get "Bakuretsu Universe", a game about an army of spies defending the world from alien infiltrators and eventually taking to space to fight them back. This form trades utility for raw power, having a pair of Combat Rifles that can easily tear even level 50's to pieces under a hail of fire, alongside sticky/bounce grenades, proximity mines and a jetpack. A 'shield' that regenerates from damage over a few seconds around the suit completes the package, presenting a suit that while lacking a lot of fancy tricks is pure strength and offense.

Companions:

Doctor Jumpers [100-300] - It may be trouble to try and face this threat alone, don't you think? For 100 points, you may import two companions who will receive 400 CP to spend and 600 GP to spend on Gashats. All backgrounds are free, except Bugster, which is discounted - the fate of their Hosts are up to you, though they won't join you in this journey regardless. Any companions who buy EXCITE share a companion slot and future imports with their Bugster, who don't receive any extra points like a Jumper's Bugster would in this jump. You may spend 200 to import 4 companions instead, or 300 to import the full eight.

I Am You, You Are Me [Free - Restricted to EXCITE] - You have managed to bond with the one who has spawned from your infection, a Bugster who has become an unconditionally loyal friend...unless of course you took a certain drawback. This Bugster is a part of yourself and can benefit from almost any jumper-specific perks and abilities, though they don't possess your supernatural powers, and their design as a person is very much up to you. They have 600 CP to spend on whatever you like, and of course as a Bugster have the free perks of the bugster origin to boot. If you have someone you trust enough to become an inextricable part of yourself, you can import them into this role.

Host [Free and Restricted/Optional for Bugster] - The flipside of the above option, this is a human who you've infected as a Bugster and managed to survive by clearing your 'Game' without destroying you. They have the "EXCITE" perk for free, and one background of your choosing for discounts. They can spend 200 points freely, as well. If you really don't wish to have a host...you can choose for them to have no survived your infection and get +200 CP back from the background purchase, canonically having killed them. Your host can't be a canon character, to preserve some kind of sense with this option.

The Missing Beta Tester [200] - You didn't think that the Doctor Riders were the first people to get their hands on the Gamer Driver, did you? Kuroto had to make multiple attempts to even make sure that the Bugster virus was compatible with humans in a non-lethal way...and this poor soul was among his first subjects to survive. A teenage intern at GENM who was offered a 'peek' at GENM's latest gear, he was given a Gamer Driver and a gashat of the simplest game they had at the time that was easy to convert into a Gashat: Senryaku Chess, a chess game that gave him the form of a white chess piece hybrid. The initial dose of Bugster Virus normally would have killed him, but due to a quirk in his biology he barely survived and fled for his life from the corporation both confused and terrified. What's worse, his survival simply prompted Kuroto to try it on others who didn't survive their initial dose and prompted the immunization surgery of the Doctor Riders. This escaped test subject is now putting his power and his youthful knowledge of the net and video games to try and uncover and expose Genm's dark secrets. With your help, he hopes to understand what Genm has done...and make sure they can't hurt any more people. His skills, knowledge and special biology sum up to him possessing the 'Know Your Game', 'Check This Out', 'Cherry Tapping', and 'Building Immunity" perks.

Gamer Girl [200] - Fate is like a puzzle, and even those who are otherwise very normal might find themselves becoming a player in events that could determine the world's fate. Like this young lady, a part-time nurse who had lived a very mundane life in many ways...which made her very jaded at how people could sometimes only care for their own needs. She still works hard to save their lives as a nurse, however, when she's not gaming(during which she takes on an almost queenly tactical and calculating persona...but can't remember much afterwards.) However, she was once told to keep watch on a secret package from GENM that arrived at her hospital. Curious, she took the chance to peek into the package and was surprised to see it was some kind of brightly colored device. She'd heard of it before, a Gamer Driver that was was rumored by some people who escaped a "bugster" attack at the reveal of Mighty Action X to have been used to fight the monster. It was at that point that she realized a Bugster was actually breaking out inside her own workplace! Her "Serious" mode activated, and with both Gamer Driver and the "Highroller" gambling game Gashat in hand she managed to beat it out. Now she's trying to understand the nature of her "Queen" persona and work to keep people safe from the grasp of the bugster. All in all, she has joined your side for answers and adventure and has the skills of the perks "Genius Gamer J' (tactics)", 'A Crystal's Light', 'I Lied' and 'Change Your Fate'.

Doctor Feelgood [200] - Genius comes in many forms. For this talented woman, it comes as being an amazing surgeon who can only be compared to the genius Doctor Rider Hiiro in her skill. She is just as much bound to the hippocratic oath as the riders themselves, and when it was revealed that they had an extra Gamer Driver in case of emergency readied...she volunteered her strength. It was a surprise to many, as she could resemble a cold and unempathetic person on the surface...with accusations of her simply being a technician who saw people as something to fix instead of as humans. However, that was untrue: She truly cared for her patients, and simply hid her soft heart away to ensure that she could save their life. Now, she's willing to demonstrate how she'll make her patients(and those she considers her allies including you) smile with her own hands. Using the Medical Mayhem gashat, she will fight against the evil of GENM. Her prodigious skills give her the benefits of the perks 'Genius Doctor', 'Don't Show Weakness', 'Nothing I Cannot Cut' and 'Eyes Like a Scalpel'.

A Mad Artist [200] - Genius comes in many forms. In this case, it's...eccentric genius, as this former developer for GENM shows. He was a genius visionary who identified heavily with the concepts of memes and how they were parallel with the genetics of the soul(and similarly out-there ideas) and tried to express his fantastic ideas through games, but his skill with gashats and game design offended Kuroto Dan so readily that he was let go before this rising star could outshine him. Despite being erratic and overly dramatic, he's still in touch with his humanity and all he wants to do is display his "grand design" to everyone he can! As mentioned, he's a peer to Dan Kuroto, having the abilities of the perks "Shin Jumper Neo", "Blessing of God", "Dangerous", and "With A Plan."

Player One [300] - It seems that this Bugster has formed under unique circumstances, being made from the protagonist of a Gashat(Your choice) rather than the boss. Due to this, they are somewhat flat as a character. They don't have a face, any perks, and they have the mentality of an early 2D Scrolling Game(such as a platformer or a run and gun) protagonist. But, through interacting with you and the world at large, they'll steadily develop a personality and human form until they are 'complete', granting them the benefits of 'New Game', 'No Need for Bad Juju', and 'Our Lives Matter.' In addition, they will from their unique form of creation form a Dual Gashat Level 50 based off their original Gashat, and then a brand new game based off of what they learned from you on their path to full personhood!

Here Comes A New Challenger! [200] - There are many, many heroes and villains in this world who would be a boon to bring along with you, and through this you can. The only limitation is if that, if they truly have no reason to join your side or even consider you an ally, they cannot be purchased with this option. They must have a good reason to be convinced by your words and desire to bring them with you. Other than that, however, the sky's the limit.

Drawbacks:

I'm A Legend Rider! [+0] - Going for the New Game Plus, huh? There's a good chance you've been in worlds like these - perhaps you joined Eiji Hino in the battle against the Greeed, or Shinnosuke in overcoming the Roidmudes who threatened humanity? Either way, your previous Kamen Rider jumps are now considered part of this timeline, with old friends (and enemies) alike remembering your past actions, warts and all.

Super Uncooperative [+100] - Well, this is annoying. All of the people aligned with you, allies and companions alike, will bicker and splinter off for little to no reason, requiring active effort to rally them together. Meanwhile, those you're aligned against will be unnervingly coordinated or at least capable of acting without suddenly doing their own thing for their side. Expect to suffer from teamwork problems that often need an entire 'episode' to resolve, while dealing with disturbingly close antagonists.

Ding! [+100] - The people you will meet, on either side of the conflict or everyday individuals act...strange. Quirky, even. Abrupt shifts in tone and behavior, an otherwise serious person with a serious job acting like a complete lunatic, your sidekick running around the room yelling about the problem at the top of their lungs...everyone adopts weird and annoying quirks and tics, and while their personalities and goals don't change in serious moments, expect your downtime in this world to be...special.

Why, Why, Why, Why? [+200] - Is there a 'kick me' sign stapled to your heart? No, but there might as well be...events conspire to make you a magnet for both tragedy and hardships. Your enemies are much more vicious and sadistic, and you'll find your friends (or just the things you value) are in constant danger, assuming they aren't ripped from your hands entirely. Victory remains possible, but only after much, much, much suffering.

No Easy Mode [+200] - Foresight is 20/20, it seems. It takes a very long series of unfortunate circumstances to lead to the completion of the death game, Kamen Rider Chronicle, and its distribution all over the world - creating a global epidemic of Bugster infections and the fruition of three mad plans aimed against humanity. Perhaps as a Jumper, you could use your wild card nature to prevent it, to stop the Chronicle before it truly begins…

No longer. No matter how you defeat the Dan family or the Bugsters accompanying Genm Corporation, someone will follow in their footsteps and begin Kamen Rider Chronicle, infecting up to a third of the planet's population, and guarding the Gashat from you with great effectiveness. You must prematurely end Chronicle and cure all of the victims some way or another, or beat the game yourself - more than a little bit difficult considering the key needed to beat the game is in the hands of your enemies. Should you fail to do so within the decade, it's Game Over for your chain.

Goodbye, Me [+300] - Interesting. At some point you were infected with the Bugster Virus and ended up succumbing to the disease...yet, you lived. Also, the Bugster you've made is complete and is a twisted personality based off of either a childhood wish or some distant corner of your mind. Whether or not they have reason to hate you, they see you as a threat to their continued existence, and want your death above all else. They have all of your memories, as well as skills and technological knowledge you have, though not any 'extra' supernatural powers you may possess. No matter what you do, they will pick the opposite side of what you're on, desperate to compete with you...either for their own survival, or their own desires.

For an Intern who took this drawback free to receive EXCITE, it is possible to reconcile with the Bugster after many hard-earned victories against them, though they will still have a difficult personality...should you be unable to and end up destroying them, a 'lesser' personality will spawn in your mind post-jump, which will evolve into a much more friendly (to you) Bugster.

Time For The Final Battle! [+300] - Except not. You will constantly get faked out - when you're about to defeat your worst enemy or overcome a final obstacle, a worse foe surfaces, and things continually escalate until the entire planet (or more!) is in jeopardy. You must defeat all of these foes as they come, or else the chain is over, and each one is more threatening than the last. As a small mercy, no more of these appear on the tenth year, and if you manage to defeat all of them, you 'win'. Sure, you could delay a 'final' confrontation in hopes of avoiding more enemies...but do you really want to give your current foes carte blanche to do as they please?

Visions of Drowning [+400] - It's okay to be scared, Jumper. A deep and grave fear of your morality has surfaced - after all, dying is the end of you and your Chain. Maybe you won't even be saved once that happens, too. Whether or not it's true, this fear will overwhelm you and greatly cloud your judgement, assaulting you with visions and hallucinations of your life being taken some way or another. To make matters worse, any methods you have of cheating death directly - 1ups, immortality, powerful regeneration - are no longer reliable or iron-clad for the rest of the jump, finding them easily exhausted or just flat-out not working depending on their previous potency. You only live once.

Jumper Is God [+400] - Why waste time running around in suits, fighting for the sake of justice or other childish ideals? All that matters is you and your own journey, and to make the whole world see you for the wonder that you are! Your ego inflates sevenfold, complete with a god complex and incredibly cartoonish (and dangerous) behavior, spurring you towards inventing or using items of great power or danger for both your own amusement and your ego. This will be incredibly dangerous to both you and those around you - to the point where you are likely to be confronted by the Doctor Riders, other Kamen Riders...maybe even Kamen Riders your insane actions inadvertently helped create, using your own tools against you. If you can balance pragmatism against your vicious insanity, you might survive...but only after running a very long gauntlet.

Dangerous [+600] - Many years ago, the young Dan Kuroto would discover the Bugster Virus and begin to study it himself. Then, in an act of jealousy against a fan of his, he would infect Emu Hojo with the Virus and begin a long chain of events that would lead to the tragedies around Kamen Rider Chronicle. At least, that used to be the case. Now, a mysterious stranger riding a stolen train has spoken to young Kuroto, telling him all about a fantastic journey across the Parallel Worlds and the one who enjoys it without having to do anything to earn that right in Kuroto's eyes.

With teeth-gnashing hate and envy, Kuroto's attention and preparations have shifted from Emu to you. Emu Hojo is never infected as a result, but this is a small mercy - Be afraid. Be very, very afraid. Kuroto is in no small terms, a mad supergenius with a dash of both good fortune and prodigiously devious planning abilities - the man who was able to cheat death and karma multiple times and come out ahead. He is only undone by his own arrogance, and even then he returns via backup plans and continues both metaphorically and literally. His engineering, programming, and resource gathering abilities are top notch - he was able to rig up some very good approximations of the abilities of the other Kamen Riders(with powers derived from anything to pieces of the akashic record, magic, or greed-based alchemical principles) just with some data on their previous battles and god forbid he weasels his way into anything that you bring with you - his ability to take foreign and alien concepts and abuse them for his own ends is the reason much of this world's problems began as he was the one able to tame the seemingly impossible power of the Bugster..

Finally, as this should go without saying, Dan Kuroto is at the cutting edge and the pioneer of Bugster-based technology, which can go so far as to allow those using it to stop time, revive from death or resist any attack thrown their way - and he's used it for anything from creating "pocket" worlds to contain the spirits of the dead as a way to augment his own being, to unleashing a vicious "zombie" plague, to instantly imposing the rules of a game he "creates" on the spot on nearby reality if allowed to go so far as developing Bugster devices on the tier of God Maximum Mighty X.

As one additional advantage in an already full quiver, he's been given an abridged version of what to expect on your arrival in terms of opposition. As said before: Be very, very afraid - Kuroto Dan is at his full potential...extremely Dangerous.

Managed to survive the last ten years? Or did you lost your last life in a tough spot? Either way, it's time to make the normal choice.

Game Over: You either died and ran out of tricks to cheat your way out of it, or failed a major objective, making this your only option. Or maybe you're just tired of video games and life-or-death battles, and want to call it quits here? Either way, you head home with all that you've gained. As a consolation prize, you receive the rights and ability to distribute a Bugster-free version of Kamen Rider Chronicle, a VR game with a slightly less unfair version of the battle royale Kuroto envisioned. Also much less lethal. What you do with it is up to you!

Gachuuuun!: Staying here? There are worse places to pack it up and rest, I suppose...alright. You'll be living in this world of Kamen Rider for the rest of your life. There's something new happening every year, so take this +1000 CP and +1000 GP to prepare yourself for all of it! Enjoy your time here, Jumper.

Game Clear!: Well, that was fun. But all good things come to an end eventually...even if your chain sure hasn't! To the next world we go!

Notes:

Half of the Intern perks imply you've started with the freebie have some sort of alternate personality or identity. In the absence of said freebie, you may 'import' a different part of you or your body that possesses some form of sentience - like a Stand, a living soul, an 'evil' or alternate side to yourself, etc..

An important note to make is that while Bugster technology and powerful Gashats lets you use and exploit powerful game mechanics in reality, it is not infallible. An 'invincible' foe can be reprogrammed or hacked like any technology to be vulnerable, or possibly reverse-engineered. This also only applies when transformed, a normal human body being the same as it usually is. While a Bugster has several innate properties, their 'game mechanics' don't come into full swing until transformed. Also, while a Proto Gashat can provide something like 99 1-Ups, those 1-Ups aren't as resilient as the usual fiat-granted ones you may encounter on the chain: The Level 0 form is squishy by mid-series toku standards, and Dan Kuroto himself burns through several lives at once tanking attacks from the much-stronger Cronus.

In short, while powerful, this technology requires a henshin and can be countered by someone who's savvy when it comes to technology, or counters your outside context with more outside context. How you adapt and prepare for this is up to you.

Be aware that Cronus' Pause ability is not unstoppable - while it took Hyper Muteki and a specially-made 'Level One Billion' Gashat to no sell it, this does mean sufficiently powerful or technologically advanced foes can counter it.

Taking both 'Dangerous' and 'No Easy Mode' together will ensure Kuroto will adapt Kamen Rider Chronicle into a death game based on various foes you've battled and situations that are disadvantageous to you one way or another, on top of what he already does to bring your end and misery. It's a bad idea.