

S.P.D. Emergency!

Alrighty jumper you're going to the far-flung future of 2025. … Why are you looking at me like that?
Quit laughing and take this:
+1000 CP

Origins:

Drop-In -

Where'd you come from? Or when? Well you have no history. Or you have a history that hasn't happened yet?

Criminal -

You don't play terribly well with the law, anywhere from a petty thief to a world-destroying independant.

S.P.D. Patrol Staff -

Space Patrol Delta. A Galaxy-Wide police force originating from Sirius, with a base on earth. Are you a typical beat cop, an authority, a ranger? Knowing jumpers, probably a ranger.

S.P.D. Support Staff -

Not all who work with Space Patrol Delta are the cops. Someone has to make all of their toys, someone has to **maintain** all their toys, and someone has to man the mess hall.

Troobian Empire -

You're part of the empire that destroys worlds more than rules them, the Troobian Empire. Likely Grumm has some arrangement with you to give you something you want

Location is New Tech City. Optionally, if you are a Criminal, part of the Troobian Empire, or buy it as an item, you may instead start in Grumm's ship the Terror Spacecraft.
Age is a free pick barring drawbacks, and do as you will regarding gender.

Race:

Human -

You know what a human is, surely.

Alien -

You are one of the varied species of the galaxy, any really that the original continuity showed. If you do not make a purchase of Genetic Power, you are limited to species with roughly human capabilities, and you are allowed to make a custom species so long as they are within the bounds of humanity plus however many genetic powers you purchase. If you wish to be a species with a destroyed home planet, such as Sirian, you must take Last of Your Kind for no CP.

Robot -

You are a mechanical person. Regardless of your model you are still sapient and sentient. You can be overtly mechanical, or you can pass for an organic species if you wish. Design your model's appearance as you wish so long as it's roughly between the sizes of a human and a housecat. If you purchase Genetic Power it will manifest as a notably useful part of your specs.

General Perks:

Perks and items associated with origins are 50% for that origin, 100 CP perks and items are instead free for that origin.

Chef of the Modern Day (50) -

It's so troublesome to adapt recipes for varied dietary means, be it from allergies or due to things like obligate carnivores, herbivores, and things like chocolate being poisons to many races. You however, do not have this trouble, able to easily and intuitively adjust any cooking recipes you know for any number of dietary restrictions.

Niche Appeal (50) -

Your typical appearance perk, with a twist. Yes yes, you're a solid 8/10 at least, but pick some specific demographic that you have a particular appeal towards, being a relative +1 on the appearance scale for them. This can be either based on people who like a feature of you, or based on a feature of them. This can be purchased multiple times so long as you pick a different demographic each time; Such as one purchase for gay men and another for furries, and it does stack with itself when someone qualifies for multiple demographics.

Classical Training (100) -

It's traditional for a ranger to be a trained martial artist. So, pick a martial art to be trained in; Karate, Kung Fu, Kick Boxing, whatever. Not an expert, but a talented artist of intermediate skill. You may purchase this multiple times, picking a different martial art each time.

Genetic Power (200) -

Seems your DNA's been played with a little. Or your parents' DNA before you were born, or maybe you are a non-human alien with some natural abilities above humanity. You have

some singular genetic superpower of your choice. It's not anything that pushes you out of street-level strength, but the ranger squad all has such powers and it's fun. Maybe you can fly as fast as you can run with about as much exertion, maybe you can see through walls, maybe you can change the color of material you're in contact with until you lose contact. Don't get too complicated, it must be a singular power. Also a good chance your kids will have this power or something similar, being genetic. You may purchase this multiple times.

Drop-In Perks:

Time Shenanigans (100) -

So... how do you talk about future events that already occurred to you without causing confusion? ... Oh. This is how. People just intuitively know what you're talking about when you're talking about confusing causality. If you say '3 years ago' people intuitively know if you are talking about relative to you or relative to the current time, or by some other temporal benchmark. You can turn this off if you want to be opaque and confusing though.

Paradox Resistance (200) -

This guarantees that (with the obvious exception of drawbacks) you aren't really capable of causing yourself to stop existing by your actions regarding time travel. Kill your grandpa before he sired your mom? Turns out grandpa was actually the man who stole that dude's identity after he died. Kill your past self? Did you know you actually had a twin who died about that age? Jumpchan is not responsible for headaches this may cause from making your and your family's history increasingly convoluted.

Building Blocks of Life (400) -

... When were you from again? Your DNA seems to reflect a far-future yet to occur, being remarkably stable. You and your descendants will not suffer from genetic defects, only able to improve with changes. Whenever you're exposed to some DNA-altering stimulus, it will at worst be unnoticeable or even benign, such as your children developing a genetic power reflective of the stimulus.

Conservation of Ninjutsu (600) -

Wait I thought you were supposed to be from the future-why do you have such masterful training in swordsmanship? You are exceptionally skilled with a sword, able to handily defeat 5 rangers armed with firearms. Perhaps that's not just your sword skill because when outnumbered you actually get a noticeable boost to your capabilities based on how outnumbered you are.

Criminal Perks:

Saw it Coming (100) -

It is not unreasonable to expect a double-cross in this business. Being a roguish type you can't exactly hope to rely on some good samaritan finding you and restoring you. So, whenever you create something for major incapacitation or lethality, you can create a version that seems to work and then automatically restores the victim shortly after. If someone you dealt

with to get them said lethal or incapacitating agent sees you restored in this way, you can easily prevent any retribution and convince them to Not use the real deal on you.

You Could Just Pay Me More (200) -

Some people don't like a mercenary attitude; Knowing your allegiance is for sale can certainly make people wary of working with you long term. Fortunately, you have a solid answer. A premium cost to earn you exclusively working for them, for some period of time. Presenting such an option honestly makes people more willing to use your services, either using that premium or at least being certain that no one else is currently using it and thus they can still pay you off. In theory.

Artful Dodger (400) -

You are solid in a fight, but mostly on the defense instead of the offense. You aren't formally trained, but you are quite skilled in evasive fighting that makes use of your surroundings and dirty tricks to buy time. Either to escape, or to do something more damaging that requires some setup.

Playing All Sides (600) -

You are exceptionally skilled at convincing people you are allied with them, or at least not affiliated with their enemies, even while your allegiances are your own or truly on the side of an enemy. You could play at least 3 sides for fools, all of them thinking you're on their side if it came down to the wire, only for you to catch them off guard when you reveal your true allegiance when it matters most.

Space Patrol Delta Patrol Perks:

Law Enforcement (100) -

You're supposed to be a police force, so it would be odd if you didn't know the laws you're enforcing. You have a fundamental understanding of the laws SPD enforces, and in the future this will update with the laws of any enforcement agency you come to work for.

Actual Detective Skill (200) -

A skill not frequently required by the Space Patrol, were you a private eye before you got recruited? You certainly have significant skill and experience in deductive reasoning as applied to crime-solving. If you manage to be less... odd, than the detective in B-Squad you might actually get taken seriously when investigating.

It's Personal (400) -

It'd be... hard to deal with issues you have with people if they simply went and made themselves scarce after wronging you. Thankfully, you are capable of getting them to come back to you instead of needing to relentlessly hunt them down for years. It may still take a while, but they will come back into your life, and you will know it, and you'll even get an opportunity to have some appropriate payback. Maybe you'll just get an opportunity to deck them in a boxing fight, maybe you'll get to arrest them, but it will be cathartic, and it will help you with any mental issues they may have caused you.

Top of the Academy Class (600) -

You passed S.P.D. Academy with flying colors. You are trained to stay cool under pressure, with skill in martial arts, are physically fit, and if you have any genetic abilities or similar you are trained in the use of them during combat scenarios; either for enhancing your combat or to minimize the downsides of using them in such. Any future powers you get you can expect to easily reach that level of ability where incorporating them into your fighting style will be near-seamless with just a little effort.

Space Patrol Delta Support Perks:

Filling That Out (100) -

You know one thing that's important for any bureaucracy? The paperwork. The red tape exists for a reason, and that's keeping people accountable. You are an expert in filing paperwork swiftly and accurately, both the necessary, and that which exists purely to get in the way. In addition this means you're solid at identifying the purpose of any paperwork you're presented with, as well as identifying any forgeries, falsehoods, and incomplete information in paperwork.

Comms Officer (200) -

Being the radio expert is quite underappreciated in a lot of situations, unfortunately. You're quite skilled at operating and repairing intergalactic communications, and can adapt this knowledge easily to other high-distance comms. In addition, you have exceptional knowledge of alien languages, being fluent in at least two dozen by your last guess, and find it exceptionally easy to both learn them, and adapt improvised means of making sounds that your vocal chords cannot produce.

Trained Tech (400) -

You've got passable training in multiple scientific fields, with a particular specialty one of engineering, forensics, or genetics that you can be considered a trained expert with a PHD in by this world's standards. Forensics and Engineering I imagine you can make a good guess what an expert of those would be capable of, but know that being an expert of genetics locally would mean a good deal of insight into the genetic powers and what causes them.

Kat's Protege (600) -

Best scientific internship you could hope for in the city. You're well-trained in technology that taps into the use of the morphing grid. This has expansive possibilities in its use: It is a source of clean energy that can be tapped into that generates power from the conflict of good and evil, it can turn teenagers with attitude into superheroes, it can enable temporal and trans-dimensional travel, it can power giant robots, it can mangle DNA to cause superpowers by **accident**… Admittedly, you are not anywhere near a master of this technological potential, merely a well-trained adept. You primarily are trained in the tech that SPD itself is already making use of, but you can obviously learn more.

Troobian Empire Perks:

We're All on The Same Side Here (100) -

The Troobian Empire, despite its rap sheet, is surprisingly good at gathering allies from the criminal element. You are consistently able to convince people of your rough morality to do some work for you for reasonable compensation despite any history of betraying your allies, such as hiring criminals to antagonize a police force you've made your enemy. Or if you're a goodie-good, you can gather support from other good folk easier.

The Winning Side (200) -

You are exceptionally skilled at identifying those who would betray their organization for yours given the right... Persuasion. Such as displaying your forces' superior strength, or hearing your ideals in full. Better still, those who you convince to make such betrayals will find whatever aspects of your side they would enjoy quickly, if any such aspects exist, making them far more loyal to you than they were to their prior allegiance.

This doesn't guarantee people who will make such betrayals exist all the time, but you will know for sure when you find someone who can be truly turned to your side for good.

The Empire Of Destroyed Worlds (400) -

The Troobian Empire. Conquerers of the Galaxy... Who may not actually have a single intact world, considering how many planet destructions they have under their belt. Now, you hold a legitimate claim over that which you destroy. Kill someone, their sword that should only work for them can recognize you as the proper owner. Destroy a planet? You've conquered it as far as the galaxy is concerned.

Monster Maker (600) -

A powerful skill, almost unique in the Troobian empire now that you have it as well; You are capable of creating new monsters from a specific art medium. Drawing, cooking, sculpting, video editing... The strength of the monster correlates with the skill and effort involved in the creation of it, with childish drawings getting you a typical monster of the week level of strength in this setting.

You can control what sort of powers and personality they will have when creating them, within reason. Creating a monster that is infinitely powerful (even potentially) would take either infinite skill or infinite effort.

General Items:

Deputy Morpher (50) -

This Morpher functions in ability just like the Jumper's Morpher below with one exception. It only has 1 hour of charge for its morph function per jump, and you must pick a color that is decidedly non-standard for power rangers. You can purchase this multiple times.

Jumper's Morpher (100) -

Looks like you got accepted as a ranger, one way or another. Feel free to pick a color; if you pick a color already covered in the A & B squads you can either be a reserve ranger, part of

a C squad, or regardless of color choice you can just be a case of someone who just has a Morpher from either stealing it or making their own. The transformation of this will raise your strength such that, assuming you're a physically fit but mundanely strong human, you can lift a car with some exertion. It also acts as a phone.

Drop-In Items:

Lottery Numbers (100) -

This is a set of 5 lottery numbers from the future; The first is guaranteed to work for a jackpot within the first month of your arrival, earning you a significant sum of money. The following 4 are not however guaranteed, instead the results can be compared to this to gauge the degree of changes your arrival has caused to a world's pre-established events. These numbers refresh each new world you travel to.

A Family Friendly Firearm (200) -

A Sci-Fi 'Laser' Gun. That has cartridges and fires glowing laser pellets at sublight speeds, for some reason. It has roughly the strength of a typical firearm, but it is not as 'violent'; causing generic 'damage' to living beings instead of causing bleeding. A shot that would normally kill someone immediately still will do so, but there's not a real chance of someone bleeding out from a hole left behind. You may import a firearm into this, at which point this becomes a firing mode for that weapon.

Time Ship (400) -

A marvelous ship from the 31st century. Able to travel through time and detect others doing so as they occur (just roll with it) to follow them. With this you could offer a ride to your fellow traveler from the not-as-far future to drop him off home when he's done his job down here/now. Or get him his reinforcements or proper body early. Don't crash it into cliffs, they've improved on that issue but it's still a dumb idea to do on purpose.

It also comes with a variety of little cupboards, for holding useful items or just period-appropriate trinkets for debriefing a time traveler on when they are going.

It's technically space worthy but it doesn't have any FTL capability by itself.

You may import a ship you already have into this item to give it the capabilities listed (though obviously not downgrading it if it has FTL already).

Omega Morpher (600) -

Much like the below Delta Morpher, this isn't itself a Morpher, but instead is an upgrade to an existing transformation device you have, where if you do not have a transformation device already you will receive a purchase of Jumper's Morpher for free.

What this one offers is multiple combat modes in addition to the judgment scanner using whatever energy that powers the transformation, each mode costing more energy than the last;

Electro Mode, a lightning attack transmitted through the ground.

Blast Mode, an energy blast with noticeable gravity making it most practical to fire it downwards.

Power Mode, a self-enhancement increasing your strength.

Muscle Mode, another self-enhancement that offers greater strength boost.

Hyper Mode, a self-enhancement increasing your speed and reaction time to such a degree that from your own perspective you are slowing down time.

Light Beam Mode, a stronger energy ball that has greater range than Blast Mode.

Charged-Up Mode, a self-enhancement to all of your capabilities.

Omegazord (800) -

This is a Zord, that is capable of turning into a giant humanoid robot/Megazord by itself, as well as being capable of becoming a power up for a similarly sized fighting robot, either through turning into a useful tool, such as a weapon or mount, or through directly combining with it. It can have a theming of your choice, but if you want to fit in I recommend something that fits a general military industrial police force vehicle of some sort. You may import either a vehicle, a mech, a building, or a kaiju-sized robot into this item at no additional cost.

Criminal Items:

A Nice Suit (100) -

This is a nice, clean outfit. It completely repels grime and sullying, and generally improves whatever air you are trying to put on, be it a legitimate front, a trustworthy and influential figure, a menacing boss, or something else. It also adjusts itself to any form you have, being at least a bow tie. You may import an outfit into this to give it those properties.

A Legitimate Business (200) -

You own a good quality food truck (and a few sets of lawn tables and chairs for customers). Notably it tends to attract the criminal element as clientele, and those customers are guaranteed not to target it for their crimes, nor do any crimes while they eat there. You can either run it yourself, or it can come with a competent-enough follower to manage it while you do your jumper things.

As a bonus, once per jump, you may call upon the heavens while nearby your truck to give you a sign of your karma, at which point your food truck shall be destroyed in a way reflective of your overall morality in the current world (lightning striking it down for bad leanings, and being overtaken with plants rendering it immobile for good leanings), and you shall find an opportunity to turn your karma around; either by righting your wrongs to the benefit of the world, or wronging your rights to benefit you greatly.

Krybot Manufacturer (400) -

A supply of 50 Krybot chips, and a machine to create Krybots for those chips. Early in a jump it can only produce the basic Krybots, and it will gradually become more capable of producing the two more advanced Krybots, Blue and Orange Krybots. It will unlock uses of these capabilities before unlocking them for the rest of the jump as you put chips that have been outclassed and destroyed by people other than you and your companions, resulting in the next class of Krybot being somewhat tuned to fighting those enemies to be at least a viable challenge.

Each jump, unfortunately, the machine will reset back to producing the basic Krybots.

Growth Bat (600) -

Despite the name, this doesn’t have to come in the default medium of a pet bat that can bite someone to make them grow to Kaiju size for a day, with the chemical that does this refilling over the course of a year. It can come in whatever form you wish so long as it is at most on the intelligence level of a trained animal, no stronger than a bird, and can turn people into Kaijus once per year.

Troobian Robot Manufacturing (800) -

A means of producing giant robots. Why does this origin have this instead of the Troobian Empire? Because of this quality of these robots; when you sell them to someone, your contribution of the robots will be almost completely ignored by authorities. Sell them to americans? They are a red-blooded American giant robot. Sell them to Kryptonians? Why, they're clearly Kryptonian made!

Space Patrol Delta Patrol Items:

S.P.D Uniform (100) -

This uniform reflects one role in S.P.D. you hold; A cadet, a ranger, a part of the command structure, R&D, even the cafeteria chef. It can change itself to fit as a uniform for any role you hold, with minor cosmetic alterations (such as its main non monochrome color being turned into your ranger color if you have one) without causing issues in using it as such. It may also include a limiter for any genetic power you possess, such as gloves or a visor.

Jumper Saber (200) -

This weapon, taking the form of any melee weapon of your choice with whatever personal decorations to your liking, is, while you wield it, an extension of yourself. Anything boosting your capabilities, such as a ranger transformation, also boost this weapon while you are wielding it. It also inexplicably can avoid killing people so long as you wish not to kill them, instead incapacitating.

Delta Morpher (400) -

Now that name is a bit of a lie; this doesn't have to be the Delta Morpher, and in fact it will default to upgrading a transformation device you already have with the abilities of a Delta Morpher. Namely the abilities of Judgement mode and Containment mode. With Judgement mode, you can scan a willing or unable-to-fight-back subject to determine their guilt about a crime you state as you activate the mode. With Containment mode, you can then capture the subject deemed guilty by Judgement mode in a Capture Card that the device generates. In the context of this world, there is nothing that can enable someone to escape a Capture Card from within. There may be ways to escape elsewhere in the multiverse, maybe you have a few yourself, but it may as well be absolute in this world. If you do not have a transformation trinket already, you receive a purchase of Jumper's Morpher for free to apply this to.

Zord (600) -

A Zord. A government-grade vehicle that can merge itself with 4 or more other such Zords to create a Megazord. Feel free to pick some sort of police branded vehicle for its form to be. You may import either a vehicle, a mech, a building, or a kaiju-sized robot into this item at no

additional cost.

As a bonus for your nature as a jumper, in case you cannot afford 5 of these between you and your companions, after this jump you will be able to substitute structures that you do not own that in theory could've been imported into this item if you did, piloted by skilled non-companion non-follower allies as Zords for the purposes of forming Megazords.

For an Additional 200 CP (Also discounted for SPD), you may upgrade this Zord into a S.W.A.T. Flier, generally improving it in all respects and making it capable of shifting into a form that can pass for a mundane, if high-tech, military plane.

Delta Base (800) -

Oh, you are definitely a higher up in S.P.D with this. You have the highest level of access in Delta Base, and it (alongside any changes it acquires, if things go as expected the Delta Base Defense System shall be developed enabling it to turn into a Megazord.) will follow you into future worlds.

As is, Delta Base is a one-building police base. There's the command center with intergalactic communication capabilities, an on-site laboratory for R&D, officer's quarters, a set of offices, a prison block, a training center with a holodeck, and vehicle bays.

In future jumps it may have a set of loyal followers recruited from locals for basic operations at your discretion; maintaining vehicles, organizing communications, keeping you up to date on any criminals at large, etc.

Space Patrol Delta Support Items:

The Records (100) -

A computer hooked up to the SPD Database. Search function currently not very effective without extreme specifics due to the sheer volume of objects in the table, so finding anything in specific will inevitably involve some level of brute-force.

You can hook this computer up to other databases of criminals, and if it has less than multiple galaxies worth of criminals it will surely require far less brute force to find a given criminal in it from basic descriptions or modus operandi.

Evidence Locker (200) -

A reservoir of old evidence, mostly rendered defunct thanks to Judgement mode; An assortment of minorly useful trinkets exists among these, mostly ones that would be immediately useful to street level crimes like breaking and entering, carjacking, or petty theft. This updates itself in future jumps, and in those future jumps you're unlikely to have anyone who would complain at you for taking evidence out of storage, seeing as it'll probably be in your warehouse.

R.I.C. (400) -

A good boy indeed. The Robotic Interactive Canine is a currently old-model robotic canine asset, but he is remarkably receptive to upgrades and retrofits. His current baseline is a loyal robotic dog who can track down many sorts of items and people with samples to smell, detect impersonators, produce many animal sounds (except barking), and is ready and able to jump in the line of fire for allies and innocents; when he does so it is guaranteed that despite the

damage he may sustain from the attack, the person he goes to defend **will** be protected from the attack he blocks. He counts as a follower unless you import him as a companion.

If he cannot be repaired, *which will be the case by default if he blocks a blow that would be lethal for a baseline human or above*, he will by default respawn at the start of each new jump.

Giant Contact Info (600) -

A book containing a phone number belonging to one Wesley Collins of Bio-Lab, and one for Angela Fairweather of Lightspeed Aquabase. They are each frequently busy, so you also have a number of other contacts in Bio-Lab and who worked on Lightspeed Aquabase; this item means you can relatively easily get access to and ask questions about scientific research of these predecessors of SPD. They say scientific progress is built on the shoulders of giants, and in future jumps this book will update with contact info for up to two mostly defunct scientific organizations.

In a true emergency you might even be able to get these contacts to mobilize some old resources to lend a hand, depending on their nature and the emergency. Don't expect this to be calling in free favors more than info-sharing if they wouldn't normally; this is merely an avenue of contact.

Reverse-Engineered Shadow Winger (800) -

A Zord from the future which aided a prior set of rangers... Is not this. This is the zord made from what records could be made of that during its appearances. It wasn't melted for scrap yet because it was too much investment, and it was hoped the kinks could either be fixed or were useful as a subject of study.

A roughly plane-shaped Zord that is both capable of augmenting Megazord combinations, making a mini-megazord itself, and fly. All sounds good, so what're these kinks?

Well this is optimized for **31st** century humans. Meaning it expects genetic perfection that practically cannot be mangled and a frankly ridiculous level of knowledge on top of being morphed.

So the pilot is exposed to what 21st century humans would call very slightly cancerous levels of radiation, and expected to manage a large amount of manual control involving advanced calculations. Even if you're morphed, expect to be reeling from both nausea and a headache after taking this for a ride unless you're sufficiently augmented in those degrees yourself. If you're unmorphed, I hope you weren't planning on having kids. Or keeping your lunch.

You might find use of this as an emergency button, a useful subject of study or something to tinker with using ranger tech skills like you're fixing up an old car.

Troobian Empire Items:

Disguise Jacket (100) -

A useful trinket for anyone with a non-human appearance. This jacket can, by flicking the collar while wearing it, disguise the wearer as a kinda non distinctive individual of the dominant humanoid species of the surroundings. It will not disguise your voice.

Personalized Motorcycle (200) -

Much like Gruumm and the Rangers, seems you have a personalized motorcycle. It's styled in a way to suit your general combat aesthetic, and is somewhat above high-end specs for a motorcycle. As a bonus you may opt for it to explode in a disorienting if not particularly damaging explosion whenever it would be destroyed. It respawns once a year if that would be faster than your default assumed rate of respawns.

Captured Loved One (400) -

Ah. It seems you have someone that one of SPD values quite highly, defaulting to Anubis "Doggie" Cruger's believed-to-be-dead wife Isinia in this world. Unveiling that you have this person captured will seriously damage the morale of the person in question; Alternatively if you are a 'good person' yourself buying this, freeing them to be with their loved one will inevitably have the captive telling that person about their rescuer (you). In future worlds this item will become a normally 'irrelevant' loved one of one person of relevance among the protagonists each world, even revealing them to be alive when assumed dead if there's enough potential to doubt about their death.

Growth Device (600) -

A useful gadget. A grenade-sized object that when twisted with both hands, the user grows to the relative size of a Zord, with an appropriate strength increase to be a net positive despite the square cube law, lasting an hour before the user reverts to their normal size, at which point the device must recharge for at least a week before it can be used again.

Reverting kinda hurts like hell, don’t expect to be fighting anywhere close to 100% once this wears off without like a day’s worth of rest.

Terror Spacecraft (800) -

Huh. Are you Gruumm's landlord then? Seems you own the Terror Spacecraft, the flagship of the Troobian Empire. A spacecraft fully capable of intergalactic flight through use of generating wormholes (or will have that capability shortly). Additionally it is equipped with the means to strip a planet of resources, with the sheer size to carry and utilize such resources, and multiple rooms for housing, including one locked chamber for a lifeform that would need a large tank. Being the owner, you have the master key, and I would recommend flushing it when you get the chance. It currently has enough resources on board to eventually convert itself into a Zord design known as ‘The Magnificence’ over the course of a year.

You may import a spaceship you already own into this item, and you may have a second ship to the same specifications instead of taking it from Gruumm.

Companions:

Import (50-200+) -

Your typical import. 50 CP per companion to import, or 200 CP for a bulk order of up to 8. Companions imported this way get 600 CP and their choice of race and origin, and you may spend additional CP on this option; For each 50 CP you spend on this option that doesn’t import a companion, all imported companions get an additional 50 CP to spend.

Recruit (0-100) -

Your typical exports. Any character you can convince to head along with you can come along as a companion, and spending 100 CP can guarantee you get a positive first impression as a drop-in or a positive history with them if not.

If I may make a recommendation; If you're a heroically inclined jumper and/or can give Boom the chance to become a ranger, he would likely be stoked.

Drawbacks:

Continuity (+0) -

Have you been to other ranger jumps in this continuity? Everything from Mighty Morphin to Cosmic Fury, with the exception of RPM, took place before the 2025 setting of S.P.D. in this continuity, so you can have continuity with any of those you've previously jumped. If you have previously been to the year 2025 in those jumps, you are forced to take Vulnerable to Paradox, but you can keep the points.

Kalishsplosions (+100) -

A strange sort of deja-vu you experience. Whenever a big attack occurs, there will invariably be an explosion, which you will mentally experience thrice, and even when they miss you will be thrown to the ground by the sheer force, regardless of your durability.

No Lethalities (+100) -

S.P.D. can't execute criminals, and neither can you. If you kill anyone, regardless of their morality, you will immediately gain notoriety for it and a warrant for your arrest as a murderer, vigilante, or bad cop respectively in the S.P.D. database.

If you already have a warrant for your arrest however (such as a Criminal, Troobian, someone with the Destroyed 1000k Planets drawback, or even someone who has triggered the above paragraph), you will find you are incapable of performing any lethal actions on individuals.

Vulnerable to Paradox (+200) -

Are you from the future jumper? Well, even if you aren't, for some reason your past self is present in this time (defaulting to your jump-self's child or you before jumping entirely if you are not made to take this drawback by continuity). If this younger version of you dies, obviously you cannot have come into being, which will remove you from this timeline and end your chain as if you had died. Additionally major differences caused to your past can cause you headaches while your memories adjust.

Last of your Kind (+200) -

I pity you. Your homeworld is one of the many that have been destroyed in this series, and as far as you know, you are the last of your species or model remaining. You have a level of survivor's guilt about this, or a burning desire for vengeance against whichever monster of the week did this. You will know who did it once you get in the jump, but until then, you do not know. If you are a human or a species with a known intact planet, your origin is from further in the future where your home planet is destroyed as far as you know.

Destroyed 1000k Planets(+300) -

This does 3 things. 1. You have a bounty for your arrest for destroying a million planets supposedly. 2. You will always read as guilty when SPD judgment scanners try to read you for this crime. 3. If you are sealed in a containment card by the end of the jump, your chain ends as if you died.

The Omega Jumper (+300) -

It seems that your likeness was too expensive. You, regardless of your purchases, will appear as a ball of light mostly unable to interact with things save for speaking unless you are transformed such that feasibly any actor could be in the suit. As a small bonus for dealing with this you get to keep the ball of light form as an alt-form after this jump.

A Reward of Youth (+400) -

What do you mean you didn't want this? Now you're an approximately 10 year old child. Any of your abilities that are normally combat capable are restricted and reduced to no more than a tenth of their normal power, or the equivalent strength of a typical 10 year old, whichever is less. Beware of jealousy from the Troobian Empire's resident monster-maker whenever she is punished by being reverted to adulthood.

Omni's Control (+400) -

Are you sure? Alright. In exchange for these points you will start this jump under the effects of Omni's controlling... dust? Gas? Either way, you have lost anything that would be considered a 'redeeming quality' about you, any ideals you have, and turns you into a loyal servant of Omni. You will seek to advance Omni's goals of conquest of the earth through the creation of The Magnificence. You have no real will of your own, and are thus an extension of Omni. I hope you have some allies you can trust to defeat and deprogram you, or can still be interesting while acting like the most generic and blandly evil version of yourself.

The Final Choice

With the 10 years up, you have your usual choices:

Go Home

Head back to your original world with all you have earned.

Stay

Have you fallen for this world? You're free to stay here with everything you've acquired.

And if you've been entertaining, **Move On** to your next jump.

Notes:

Genetic Power: Yes you can just copy a power from the canon rangers with this if you're *boring*.

Thank you to Regalus who helped brainstorm a few of the ideas and let me occasionally just bounce ideas their way for a second opinion.

Jump by The_Gamemaniac