Power Rangers Turbo

JumpChain CYOA

by Sonic0704



My dear Jumper, this is Morphinominal! You are returning to the most Morphinominal universe of Power Rangers, this time to visit it for the duration of Power Rangers Turbo movie and TV series. You will begin this just before events shown in the movie start happening, with Divatox chasing Lerigot as part of her plans to release Maligore from its prison. You will be there for 1 year only, until the end of the events shown in the TV series - the destruction of Power Chamber, Divatox's summons to the meeting of United Alliance of Evil and to Power Rangers flying off into space...

You receive 1000 CP to help you pick up your purchase to make dealing with all of this a touch easier.

Origins

Any of the origins can be taken as a Drop-In. You retain the same gender as you had in the previous jump. You are free to pick your age, as long as it is appropriate for your origin.

Civilian (free) – You are a mere civilian, trying to live your life the way you want and avoid getting involved in fights of Power Rangers and their adversaries. Sadly, you will need to watch out carefully to avoid being caught in Divatox's plans and work hard on avoiding them.

Power Ranger (-100 CP) – You become one of Power Rangers, with colours of your choice. If it is one of the colours held by the canon Rangers, then you take their place. If it is one of the colours not held by canon Rangers, then you join the team as an additional member.

Space Pirate (-100 CP) – You are a member of Divatox's crew or a villain competing against them in an attempt to defeat the Power Rangers.

Starting Location

Civilians and Power Rangers start in Angel Grove, California. Space Pirates start on Divatox's Submarine, on its way to Nemesis Triangle and Muiranthias Island.

Perks

Just An Eye-roll (-100 CP, free for Civilian) - Chimpanzees, invisible people, bomb, random accidents… Things sometimes go a little bit crazy. Any average individual would go mad due to them. Not you, though, with barely even an eye-roll you will find you can easily ignore all of that craziness and have infinite patience to go with it. Also helps you from ever experiencing boredom.

Talented Hands (-200 CP, discount for Civilian) - You are extremely talented at one thing of your choice. Maybe as a singer, maybe as a cheerleader, maybe as a basketball player, maybe as a soccer player… whatever comes to your mind. This is a talent that could, with a bit of effort and nurturing shoot you off to the top among your fellows.

Telling The Truth (-400 CP, discount for Civilian) - When you are telling the truth others know it. There is no exact explanation for it, it just is. This perk is completely toggleable and additionally serves as a protection against spells and effects that would force you to lie and make you dishonest.

Nope, No Thanks (-600 CP, discount for Civilian) - Not even the infinite patience can help you if you get dragged into battles between Power Rangers and villains. Or their other skirmishes. Or just any fights altogether. Well, not unless you have this perk. You can now firmly avoid getting dragged into the world's plot and simply continue your everyday life as if nothing else is actually going on. That is, unless you decide to get involved. This perk is completely toggleable. Be aware that you might not like the consequences of not getting involved, so be careful with this.

Shift Into Turbo (-100 CP, free for Power Ranger) - You become an expert driver, capable of driving any car you encounter, as well as all other land-based vehicles. You can handle driving at high speeds, over risky terrains and in stressful situations. You are so good that even driving car-based Zords and combining them into Megazord during the drive itself is a simple thing for you.

Swing and Kick (-200 CP, discount for Power Ranger) - You have an unprecedented talent at employing your skills and surroundings, turning them into fighting skills and beating down your enemies. Cheerleading moves could be turned into ways of avoiding hits, basketball moves into attack moves, and so on. Question is, will Piranhatrons and Divatox's monsters ever figure this out or will they just keep coming and trying again and again to beat you?

Turbo Time (-400 CP, discount for Power Ranger) - The need for speed flows through you. With this ability you can now run at a supernatural speed, fast enough that you appear only as a blur to normal

people. Furthermore you can extend this effect to any vehicle or mount you are using, doubling their speed.

Problem Be Gone (-600 CP, discount for Power Ranger) - With this perk you become a mastermind at using unique solutions for solving problems. The greater the problem the strangest solution might appear, but there is no need to worry, you are more than capable enough to ensure it works out. Even if it is a plan that makes sense only to you and might be utterly stupid in hindsight.

Teleportation (-100 CP, free for Space Pirate) - You have a way to teleport yourself around the world, allowing you to attack your enemies wherever you want to. Since Space Pirates use different means of teleportation you can pick specifics of your method, like an innate ability, teleportation spell or teleportation spell.

Crew Expertise (-200 CP, discount for Space Pirate) - Each member of the Space Pirate crew is an expert at something, either through skills acquired by training or through an innate ability. Examples include being capable of producing goo that turns individuals into animals (or animals into people), being capable of shrinking humans into insect-sized or being a detonations expert. Pick similar expertise for yourself, though keep in mind that the greater specialization the better you will be at using it in a variety of ways.

Maligore's Child (-400 CP, discount for Space Pirate) - When Jason and Kim were lowered into Maligore's lava pit, they came out enhanced with his power and possessing enhanced stats, easily managing to go one on one against Rangers. For an unexplained reason you are now similarly enhanced, your strength, dexterity and endurance doubling when this is activated. Beware, though, while this perk's effect is activated your eyes will have a reddish glow and your skin will have a reddish shine to it.

General, Tactician, Strategist (-600 CP, discount for Space Pirate) - While quantity has a quality of its own, to really win against your enemies and adversaries you will need to approach things differently, use tactics and strategy to actually beat them and win. With this perk you become a master tactician and strategist, capable of planning around the most difficult obstacles and ensuring the win for yourself and your forces no matter what. Even storming the hidden Power Chamber and destroying it is within your planning capabilities.

Legendary Monster (-600 CP) - Maligore, the big bad Rangers faced in the movie, was also known as The Great Flame of Destruction and was an ancient, lava-like giant demonic creature. You are now something similar, an enormous elemental creature towering even over the Megazord and capable of manipulating your element. You are free to pick your own element, but beware that picking fire might cause you to be mistaken for Maligore. On top of the elemental demonic form and elemental manipulation you also get the ability to temporarily empower up to two individuals in a way identical to Maligore's Child, with the addition of being capable of mentally controlling them, but with said empowerment lasting only for an hour and easily broken with magic. You can do only one empowerment per day.

Entombed On Island (+200 CP, limited to Legendary Monster) - Just like Maligore you, a Legendary Monster, have been entombed in a magical prison on a tropical island for countless centuries. You will remain trapped there for the entire duration of the jump, unless somebody managed to

successfully find the key to release you. You can pick if the key will be an artefact or a magical ritual, but there is no guarantee that it will be your allies that will be the first to find it. This drawback does not count towards the drawback limit.

Spirit of Nature (-600 CP) - Erutan, a spirit of nature that appears in the form of a young child, is just one of the unique individuals that Power Rangers befriended. Possessing abilities such as teleportation, invisibility, telekinesis and elemental manipulation of four elements, he could have been a serious threat to anybody, if not for the lack of experience controlling his abilities, which almost killed him. You are now something similar, a newborn spirit of nature in a form of a young human child and with the potential to develop powers like Erutan's.

Lerigot's Magic (-600 CP) - Lerigot was an alien wizard from planet Liaria and a personal friend of Zordon. Using a special golden key he had the ability to command great magics, such as opening intergalactic portals throughout the universe, healing people, purifying people of evil effects and so on. You now possess the potential to use the same style of magic and eventually accomplish similar effects, but it might make you a target of various factions hoping to exploit these powers of yours.

Items

Hobby Supplies (-100 CP, free for Civilian) - A set of supplies for anyone hobby you might have. The set includes everything from appropriate outfits to equipment you might need, but these supplies cannot be used for anything but that hobby. Said hobby can be selected at beginning of each jump, if you want to experiment with different things.

House (-200 CP, discount for Civilian) - You now own a house somewhere in Angel Grove. If you happen to be underage, then one of your relatives is co-owner until you become an adult. This house is easily big enough for an average family and can feel a bit too big if you live in it alone. Comes with all the utilities automatically prepaid for the duration of the jump, so you do not need to worry about things such as electricity.

Martial Arts School (-400 CP, discount for Civilian) - You now own and run a martial arts school, where you also teach some of the classes. Comes with average-quality teachers to help you teach your students and with average-quality equipment, but any upgrades you make to the quality of the equipment will stick to future jumps. As for teachers, new ones will be randomly generated for each jump, but if you take time to teach them then the next jump's generated ones will be of better quality from the beginning.

NASADA (-600 CP, discount for Civilian) - A space exploration agency that has a branch in Angel Grove. You are now somehow the owner of said agency, which will in future jumps become a private-funded organization and source of income for you. Comes with a complete set of competent staff and top-quality equipment needed for space exploration, albeit limited to the world's technological capabilities. In jumps with lesser technological development it will be an exploration agency tasked with discovering and exploring less known world regions.

Turbo Morpher & Key (-100 CP, free for Power Ranger) - A Turbo Morpher of your own, along with a Key that unlocks and activates it, allowing you to transform into a Power Ranger by connecting you to Morphing Grid.

Master Morpher (-100 CP) - Each purchase of this upgrade allows you to combine your Turbo Morpher with similar transformation items acquired in other jumps (if previously combined via a similar option they count as one for this purpose).

Auto Blaster & Turbo Blade (-100 CP, free for Power Ranger) - Basic weapons of Power Rangers Turbo, with each Ranger getting one of their own. You get a set in your own colour and can import previously acquired blaster and blade into them for free.

Turbo Weapon (-200 CP, discount for Power Ranger) - A personalized weapon for each Ranger. Red's weapon is the Turbo Lighting Sword, Blue's is Turbo Hand Blasters, Green's is the Turbo Thunder Cannon, Yellow's is Turbo Star Chargers and Pink's is Turbo Wind Fire. If you picked another colour, then you can freely pick a different type of weapon. You can import an appropriate weapon into it for free. Together, your weapon and those of your team combine into Turbo R.A.M. (Robotic Arsenal Mobilizer), a blaster weapon that can be used to easily dispatch regular monsters.

Entire Weapons Set (-200 CP) - With a purchase of this you get the entire set of Turbo Weapons, allowing you to form Turbo R.A.M. on your own. You can lend them out if you want to, but keep in mind that you can use only one of them at a time. Design of your choice and free import of an appropriate weapon applies as with the first weapon.

Master Weapon (-200 CP) - This upgrade to your Turbo Weapon allows you to combine it with other weapons, not just with Turbo Weapons, with five of them forming a super-weapon comparable to the Turbo R.A.M. If Entire Weapons Set was purchased, then this effect extends to them as well.

Turbo Cart (-400 CP, discount for Power Ranger) - Your own Turbo Cart, a go-cart equipped with lasers, in your Ranger colour scheme. Can be used for chasing off monsters or to transport yourself when teleporting is not possible.

Turbo Zord (-600 CP, discount for Power Ranger) - Your own Turbo Zord, in your preferred form as long as it fits the theme of other Turbo Zords. Together with four other Turbo Zords it can combine into a Megazord. One purchase of this gives you either a standard Turbo Zord or a Rescue Zord, while two purchases of this give you both.

Entire Zord Set (-300 CP) - Purchase of this gives you four other Turbo Zords, so that you can form your own Megazord yourself. When not combined, they still have to be piloted by somebody else, so giving your allies access to them is recommended. Two purchases of this are required if you want both sets of Turbo Zords and Rescue Zords.

Carrier Zord (-300 CP, only for Ranger) - A Carrier Zord, comparable to Artillatron, is now under your control. Due to its size and technology it can have many functions, including serving as a garage for your other Zords or reconfiguring itself into Warrior Mode (an alternative bipedal configuration that allows it to participate in fights directly, instead of just acting as a support).

Master Zord (-300 CP) - This upgrade to your Turbo Zord now allows it to combine with any other similar Zords or mecha to form Megazords or similar super-mecha, requiring at least three to form

something, depending on the combination. This upgrade extends to all of your Zords purchased for this jump.

BOOM (-100 CP, free for Space Pirate) - Set of bombs and detonators that allows you to cause different kinds of explosions and accomplish a variety of results, including things like brainwashing, transformation into a monkey or uncontrollable invisibility. Set is going to automatically provide you with anything you need for your plans, but it will only work for that, so using it as a source of materials is not going to work.

Human Disguise (-200 CP, discount for Space Pirate) - A seemingly magic costume that allows you to get disguises as a human regardless of your non-human alien appearance. Guaranteed to be fool-proof and to work against everybody but the most observant, but it might not fool advanced tech or magic.

Gigantifying Torpedoes (-400 CP, discount for Space Pirate) – A pair of torpedoes that can be fired at a monster, causing it to grow to gigantic size. It is going to force Power Rangers to summon their Zords in order to try defeating it, as this is their only means of fighting off gigantic monsters. You receive a new pair at the beginning of each week. Both torpedoes are needed to gigantify one monster.

Submarine (-600 CP, discount for Space Pirate) – A submarine that is capable of interstellar travel and serves as headquarters for you and your fraction. It is even capable of navigating through the treacherous waters of the Nemesis Triangle.

Island In Nemesis Triangle (-600 CP, discount with Entombed On Island) - While not Muiranthias, this is a similar tropical island located in Nemesis Triangle. Comes with its own primitive inhabitants, which have built you a temple and worship you as their head deity. Aside from that, it is an idyllic tropical place, despite its location. Post-jump it can be attached to your Warehouse in pocket dimension or inserted into visited jump-worlds, in which case it is hard to reach due to its innate nature. If inserted then its native population is always randomly generated.

Wicked Wisher's Wishing Coin (-600 CP) - One of Wicked Wisher's Wishing Coins, guaranteed to fulfil any wish you might have, though you will need to be careful with it to avoid unintended consequences. You get a new coin at beginning of each next jump, but are not required to use it and can store them. Wishes such as bringing somebody back to life or that mess with meta-rules of jumpchain are not going to work and will destroy the coin.

Golden Key (free and exclusive for Lerigot's Magic) - A magical focus that you can use to better channel, control and manipulate your magical powers, which you got with the purchase of Lerigot's Magic perk.

Companions

Ranger Team (-200 CP/-300 CP) - Import or create up to four Companions, who will function as your teammates. They automatically get the same origin as you for free, along with associated freebies and 600 CP to spend on their own purchases. For an additional 100 CP this number is raised to eight Companions.

Flying Fish (-50 CP) - Generally considered more of a pest, this flying fish has for some reason adopted you as its master. Take good care of it, should be easy since it is capable of breathing air.

Robot Duplicate (-100 CP) - A robot duplicate of you that cannot be in any way distinguished from you and could function as a perfect impersonator. It is so good that it can fool even metaphysical connection to the Morphing Grid,. If you are a Power Ranger they get a copy of your Morpher and Key, and can borrow your equipment, but only one of you two can be morphed at any point.

Foot Soldiers (-200 CP, discount for Space Pirate) - A group of 4 Piranhatrons or 4 Chromites that you command personally. They do not appear to be all that useful, but you can always use them to distract your enemies during the battles or for menial work. Together all 4 of them take 1 Companion slot.

Sentient Car (-200 CP, discount for Power Ranger) - Just like sentient cars named Lightning Cruiser and Storm Blaster, you now have a sentient car buddy of your own. It has an extra-terrestrial origin, is a physical replica of your car Zord and has been trapped within the core of an asteroid for aeons along with Lighting Cruiser and Storm Blaster, until getting discovered by Divatox. It counts as a Companion and post-jump can assimilate your car Zord as its alternative gigantic form.

Birds Of A Feather (-200 CP, special discount) - With the purchase of this you will develop a close friendship with a canon character of your choice. After your stay in this jump ends they will come along as your companion. A discount for this purchase is granted if they belong to the same faction as you (a.k.a. civilians get a discount for civilians, Rangers for Power Rangers and their allies, Pirates for various villains).

Drawbacks

Limit of 800 CP. Additional drawbacks can be taken for flavour and challenge, but do not give you additional CP.

Legacy of Power (+0 CP) - This world seems strangely familiar to you because you have already previously visited it during some other jump or jumps. This toggle can be used to connect this jump with other Power Rangers jumps into continuity and even works for generic jumps set in the Power Rangers universe. Assume some jumpchain shenanigans should these jumps be in non-chronological order.

Scorpion Rain (+0 CP) - Chronological order is now necessary, this jump continues from when the Power Rangers Zeo jump ended… and you have to wait for the full year before the events of the Turbo movie start happening. Might let you to finally discover just what happened during that mysterious year not covered by canon TV series...

Observe The Viewing Globe (+0 CP) - When it comes to adapting material from Super Sentai, not everything was used for Power Rangers due to a variety of reasons; or maybe there are elements from comics continuity that you think would fit really well into TV series canon; some of the fanfics out there also do a pretty good job at cleaning up several background details or in dealing with various unresolved plot points. With this toggle, you can now mix and match elements of these continuities into this world

as much as you want, as long as you keep the core of the show itself unchanged and do not remove any key elements.

Standard Duration (+0 CP) - If, for whatever reason, you want this jump to last for standard 10 years instead of just 1, then you can use this toggle to do so.

Additional Ranger (+100 CP, limited to Power Ranger) - Instead of being part of the Turbo team from the beginning, you will be joining them later on as an additional member. You can either take the place of Phantom Ranger or join the team at the same time. Furthermore, this will give you an additional history with Divatox, which will cause her to try to eliminate you with much greater intensity than when it comes to other Rangers. This drawback is not permitted if you picked Red, Blue, Green, Yellow or Pink as your colour and is incompatible with the Replacement drawback. Until you actually become a Ranger and part of the team you will not have access to any of your purchases from the Ranger trees.

Replacement (+100 CP, limited to Power Ranger) - Halfway through the year the majority of the Turbo team gets replaced, with older Rangers leaving and new, younger ones taking their places. The only exception to that was Justin, the Blue Ranger. By taking this drawback you will become one of these replacement Rangers. This drawback is not permitted if you picked Blue or Black as your colour and is incompatible with the Additional Ranger drawback. Until you actually become a Ranger and part of the team you will not have access to any of your purchases from the Ranger trees.

Speaking In Riddles (+100 CP) - You have an annoying tendency of speaking in riddles and do not seem to be capable of stopping, no matter what you try. Others find this extremely annoying and will often do their best to ignore you or try to avoid bringing you into discussions. Alternatively, instead of speaking in riddles you are cursed to always lie, no matter what. Your friends and family will hopefully understand and accept that...

You Have Got To Be Kid-ding Me! (+100 CP) - Instead of starting this jump at your picked age, you have been turned into an eleven years old kid. This will cause others to view you as too young, often trying to keep you away from things and speaking down at you, no matter how well you show your capabilities.

Opposite-Aligned Twin (+100 CP, not possible for Civilian) - Your own twin sibling is now on the opposite side of the divide of Rangers vs. Villains than you. This will cause you quite some emotional issues and will not make fighting against your enemies an easy thing. Can be an imported companion or alternatively, if you manage to somehow convince them to abandon their side by end of their jump, they can become your companion.

Kidnapped As A Child (+100 CP) - As a child you have been kidnapped and raised either by your captors or by somebody random as if you were their own child. You were never aware of this, though, so as such you will not remember taking this drawback until the end of the jump. You might find this out at some point during the jump, in which case it will happen in such a way as to cause you some emotional issues.

No Time For That (+100 CP) - School, racing, monster attacks, martial arts competitions, family… You are barely managing to keep it together with all the things consuming your time. To make it worse, they tend to keep causing you issues with time management, forcing you to keep rushing from thing to thing, leading to you often appearing unprepared and disrespectful. Unfortunately, nothing you can do is going to help with it, but at least it is not going to be anything life-threatening or like that.

Monkey-ing Around! (+100 CP) - You get turned into a monkey or invisible for at least a half of the year, if not more. While in that state you cannot communicate with people through conventional means, so they will fail to figure out what happened to you, which is a bit of a bummer, because the only way for change to be reversed is through the actions of others. This drawback can be taken twice, once for becoming a monkey and the second time for getting turned invisible, though that cannot happen simultaneously and will need to be resolved individually. Drawback effects will disappear on their own at the end of the jump and monkey form can become an alternative form. While under the effects of this drawback you cannot use any equipment or perks you have.

Brainwashed (+200 CP) - You have been caught under your enemy's influence and turned against your friends and allies, and will not stop until you are somehow freed from brainwashing. Whether you were brainwashed through the use of magic, innate abilities or tech, an outside interference will be required to free you, like the destruction of a brainwashing source or Lerigot using his magic to free you. You will not be capable of breaking through it no matter what.

Back Injury (+200 CP) - At some point around the beginning of the jump you will experience an accident that will result in a back injury. This injury will lock you into a long recovery and since this is a drawback imposed injury nothing will help but to let it heal naturally. If you are a Power Ranger better find a temporary replacement to take your place or your team is going to be screwed over, Earth with it as well.

Bitten By Count Nocturne (+300 CP) - Shortly after the beginning of the jump you will be bitten by the Count Nocturne monster, which will turn you into a type of vampire, with everything that this entails, such as extreme bloodlust. Unfortunately, for some odd reason, nothing will work to eliminate that problem…

Competent Enemies (+300 CP) - On TV series enemies sometimes appear to be quite incompetent, seemingly just joking around and succeeding more often due to pure luck than anything else. That is, unfortunately, not true for this world, as they are now actually competent and employing real tactics. If Legacy of Power toggle is picked and identical drawback got picked in previous Power Rangers jump(s), then this is activated automatically, but does not count towards the drawback limit.

Power Ruby (+600 CP) - All of your perks, powers and special abilities are now tied to the Power Ruby. If, for whatever reason you lose access to it, you will lose them all. Beware, as this includes your capacity to do jumpchain itself, so not having it with you at the end of the jump will mean chain-fail… are you sure you want to take that risk?

End Choices

Pick one of the following:

Stay

Continue Jumping

Go Home

Notes

Google doc link for the jump:

https://docs.google.com/document/d/1oR2p6DMuyP3YHwNLNNzMDAb6SdwPsWYVjpHaOnFC8Bk/edit?usp=sharing

In Power Rangers canon so far it has not been officially confirmed that Divatox and Dimitria are sisters, but based on hints provided, including statements from actors, some elements of this jump work on assumption that they are.

If you become a Power Ranger and decide to replace one of the canon characters as a Ranger, then you remain that Ranger for the entire Jump, even past the change of team, unless you take the Replacement drawback. In any case, replacing a canon character like a Ranger does not mean that person ceases to exist in this universe.

If you take the Replacement drawback and picked the original colour for yourself, then this means a new character with your picked colour is Ranger before you replace them. You can determine the details of that yourself or leave it up to Jump-Chan, but Rocky, Jason or Kimberly would be logical choices for that position.

One of the options for Observe The Viewing Globe is incorporating events of Power Rangers Turbo vs. Beetleborgs Metallix comic into the setting.

