Out of Context: Power Ranger Supplement

V1.01 By DeverosSphere

This document can be used as a supplement in any Jump that would not otherwise have Power Rangers or the Morphing Grid within its continuity.

By taking this Supplement you have chosen to be a Power Ranger and you will enter into that continuity as a Drop-In awakening crashing onto the planet out of a dimensional rift from the Morphing Grid.
As a Power Ranger you appear to be Human, unless you choose not to be.

+1000 CP

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump.

Origin:

There are many types of Power Rangers who each draw their powers from the Morphing Grid in different ways including advanced technology, mystical forces and primal forces.

Dinosaur Rangers

As a Dinosaur themed Power Ranger you are able to connect to the Morphing Grid through ancient animals and their spiritual essence, these Power Rangers tend to be more physically enhanced than other Rangers allowing them to have a greater connection to their ancient animals.

Martial Rangers

Martial themed Power Rangers are able to connect to Morphing Grid through intense training that allows them to connect to the universe in a spiritual way that refines their combat capabilities in supernatural ways that can include Ninjutsu, Animal Combat Schools, Swordsmanship Styles and even types of Magic.

Technological Rangers

These Power Rangers do not connect to the Morphing Grid in a spiritual way but instead use technology to bridge the gap. This type of Power Ranger is able to apply aspects of the Morphing Grid to other forms of technology including Time Travel, Vehicles and SpaceShips.

Perks:

Morphing Time - Free
You can use this Perk in order to instantly transform into any form you have including Power Ranger armor forms and can produce an explosion of colored smoke behind you that is appropriate to the transformation as you take on your new form. This can be toggled on or off

Colour Coordinated - Free
You can dynamically change any clothing you're wearing into the color scheme of your Ranger form, if you have multiple Power Ranger forms you can toggle which ones this is applied to.

Morphing Grid Origin - Free (Cannot be taken with "Not Drop In")
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were a Power Ranger using this Supplement.

Dynamic Entry - Free (Requires 3 "Out of Context Origin Perks" from other Supplements)
Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Teens with Attitude -100 CP
You gain twenty years worth of experience with combat gymnastics enhancing your balance, strength, flexibility, agility, coordination, endurance and allowing you to perform acts of coordination and free running. You also know how best to integrate those movements into any methods of combat or combat styles you know.

Make My Ranger Grow -200 CP
This is actually a form of magic traditionally used by many of the Power Rangers enemies. It has also been shown to work on Power Rangers allowing them to grow and battle when their Zords were not available. Using this magic you can target yourself and grow to gigantic proportions, proportionally increasing your Ranger enhanced strength and durability.

Morphing Grid -400 CP
With this Perk a rather large fragment of the Morphing Grid will travel with you as a sub dimensional layer that expands across the local multiverse while remaining connected to you. Using this Morphing Grid you can access an immense power source that can power technology and supernatural powers, it can be used for instantaneous teleportation anywhere the Morphing Grid overlaps with the physical world. With time this sub dimensional layer will grow.

Make My Ranger Grow Boost: Make My Morphers Grow
Using this Boosted Perk you can target anyone who can connect to the morphing grid in order to make them grow as if under the effect of the Perk "**Make My Ranger Grow**".

Sixth Ranger -600 CP
Unlike the regular Rangers you do not need others to reach your stronger forms. By default you are slightly stronger than regular Rangers and gain a Super Mega Zord instead of a regular Mega Zord. you may also choose to have a form of Golden Armor which enhances your ranger armor increasing your durability by a large amount.

Morphing Grid Booster: Morphin Merger
With your deeper connection to the Morphing Grid you can replicate the terrifying ability of Lord Drakkon, you gain the power to merge the powers of any form of Morphers that access the morphing grid into a single Power Morpher which multiplies the abilities that overlap in each Morpher by a dramatic amount.

Morphing Grid Booster: Mighty Morphin Rangers (Requires Extinction Cycle, Martial Integration, Brilliant Mind)
Using this Perk you are able to use your Morphing Grid to create a new Power Morpher for any of your companions. These Morphers will require you to design the Power Ranger form and any equipment that the Rangers would come with. Each Companion you give a Morpher to will also gain the Perks **Morphing Time, Teens with Attitude** and a **Zord** that matches the theme of their Ranger form.

Dinosaur Rangers Perk Tree:

More than Mighty -100 CP (Free for Dinosaur Rangers)
As a Power Ranger you are often physically enhanced beyond the natural capabilities of a normal human and with this Perk that enhancement is pushed even further allowing you to call upon your connection to enhance all of your features connected to your specific theme so that a T-Rex Ranger can temporarily call upon either the Speed or Strength of a T-Rex or their respective theme.

Dino Side -200 CP (Discounted for Dinosaur Rangers)
Your Ranger powers allow you to create a stronger connection to the Spirits within your Morpher. This allows your spirits to become an AI like aide that will help you in and out of battle. They are also able to enhance your communication methods to cut through any form of barriers and speak with anyone of your allies even when in another dimension or timespace.

Mighty Armor -400 CP (Discounted for Dinosaur Rangers)
You are able to draw out more power from your Morpher in order for your Ranger form to gain a far more durable armored form with additional transport and combat methods, this armor has a visual appearance in line with the theme your Ranger form is based off of.

Morphing Grid Boost: Morphing Armor
You are able to enhance your Morphing Armor by transforming into Ranger form while wearing any armor you own. This armor is incorporated both into your standard Ranger form and permanently reinforces your Mighty Armor. You may also toggle if any Armor is a part of your ranger form or becomes separate when you detransform.

Extinction Cycle -600 CP (Discounted for Dinosaur Rangers)
Using the Spiritual energies of the ancient creatures your Ranger Form is connected to, you can call out any number of weapons and equipment your ranger form can call out making instant replacements for destroyed Ranger equipment.
Once Per Jump if you take enough damage to be killed while in your Ranger form you will detransform without taking any damage as if you were using a **1-UP** you may not transform into your Ranger form for up to an hour after you have used the **1-UP**.

Sixth Ranger Booster: Ranger Extinction
You are able to call upon the Spiritual energies of your ancient creature even if you lose access to your Ranger form such as it being blocked by drawbacks in order to gain access to a Metallic Ranger Form for up to an hour per day this form will have more visual details which make it more powerful and more durable than the original.

Dino Side Booster: Dino Cycle
Your **Dino Side** AI can now connect itself to the spiritual energies in order to allow them control over any ranger equipment to act in your stead without your input, this also allows the replication of self-piloting Ranger equipment.

Martial Rangers Perk Tree:

Martial Form -100 CP (Free for Martial Rangers)
With this Perk you will gain fifty years worth of martial training in the form of combat based off of your selected Ranger Theme.
This could be a wide variety of things including Wolf Style, Fire Style, Fairy Style or T-Rex Style.

Elemental Power -200 CP (Discounted for Martial Rangers)
You are able to wield a form of elemental power such as energy attacks of various shapes and intensities, either projected, used as a part of melee attacks, or wielded within a more complex maneuver or technique. Depending on your theme this could be Ninjutsu, Martial skills or Magic.

Keen Blade -400 CP (Discounted for Martial Rangers)
You are able to gain instinctive control and insight into the movements and combat techniques of any Melee weapon you wield using this you could pick up a sword for the first time and have complete mastery of it.

Morphing Grid Boost: Morphing Blade
You are now able to infuse your Morphing energy into any Melee weapons you are holding while you transform, allowing the weapon to merge into your ranger form. This will enhance the weapons capabilities and alter its appearance to take on a form in line with your ranger form. You may also toggle if a Melee weapon is a part of your ranger form or becomes separate when you detransform.

Martial Integration -600 CP (Discounted for Martial Rangers)
By holding reliques or items related to a specific style of martial arts, ninjutsu, magic or other school of combat, you may integrate it into your Ranger form granting you a variant of your Ranger form based off of the target with an alternative version of all of your gear and granting you access to their equivalent equipment.

Sixth Ranger Booster: Ranger Integration
With each ranger form you gain a corresponding Zord that acts as a modular extension that can integrate into your Super MegaZord as additional features such as weapons, transport features or super attacks.

Elemental Power Booster: Elemental Integration
Whenever you gain a variant of your Ranger form you also gain an alternative version of the "**Elemental Power**" Perk relevant to that alternative Ranger Form.

Technological Rangers Perk Tree:

Read the Manual -100 CP (Free for Technological Rangers)
Whenever you come into direct or indirect physical contact with any technology you can choose to use this Perk to gain a mental user manual that guides you on how to use that technology, through this you can instantly access the information to pilot vehicles and how to fire any gun.

Maintenance Officer -200 CP (Discounted for Technological Rangers)
You have had training on basic maintenance of all Ranger technologies allowing you to do basic repair and upkeep of all the Ranger gear you own or build. In the future should you come across any sufficiently advanced technology you will also learn how to repair and maintain it.

The Big Guns -400 CP (Discounted for Technological Rangers)
Whenever you are holding a projectile weapon you be a master marksman being able to perfectly calculate the positions needed to hit a target at any range or distance.
You are even able to infuse your Ranger energy into any projectile weapons to produce a more powerful projectile with a further range though repeated use may damage the weapon.

Morphing Grid Boost: Morphing Guns
You can completely integrate any projectile weapons that you are holding when you transform into your Ranger form. Doing this will infuse it with your Morphing energy, increasing its power dramatically and altering its appearance to be in line with your ranger form.
You may also toggle if a Projectile weapon is a part of your ranger form or becomes separate when you detransform.

Brilliant Mind -600 CP (Discounted for Technological Rangers)
With this perk you become more than brilliant, you are a genius, you gain an incredible gift for solving problems and are able to incorporate almost any technology you come across into any type of device you plan to use including your Morpher.

Sixth Ranger Booster: Ranger Technology
It seems that you are capable of being more than just a power ranger, you are capable of being the mind behind the power rangers as you can now build Ranger technology including technological morphers, Zords and weapons.
Without understanding of the spiritual or mystical side of the Morphing grid these devices you create can only be technological in nature.

Maintenance Officer Booster: Brilliant Maintenance
Through your mastery of the art of maintenance you are able to develop self repairing functionality into any technology you own or build with almost no extra effort or cost on the initial creation. The amount of time required for your devices to repair themselves can range from a few seconds for scratches to a day for a full restoration from scrap.
Keep in mind that unless the item is Fiat Backed sufficient damage to it such as disintegration may destroy it preventing the device from self maintenance.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it.

Color Coded Clothing - Free

You gain seven sets of color appropriate clothing to match your Ranger Form.
You gain 1 additional set of clothing for each additional Ranger Form you gain.

Morpher - Free/-100 CP

A Morpher is a device used by an unpowered individual to transform into a Power Ranger or similar superhuman form with all appropriate equipment included.
Morphing will also transform a child or non-human into the size and shape of an adult human.
You gain your first Morpher for **Free** however each additional Morpher will cost **-100 CP**.
You may choose any canonical Power Ranger to be your Morpher however the first must be in line with your selected origin (Please see Notes for details) and Rangers may be restricted requiring the purchase of the Perk "**Sixth Ranger**".

Zord - Free/-100 CP/-300 CP

Zords are colossal robots that can come in many different forms. Some take the form of animals, others are humanoid in appearance, and others simply look like giant vehicles.
Multiple Zords can join together, this is typically done with three to five Zords merging into a more powerful form called a Megazord.
For **Free** you gain your initial Zord connected to you through your Morpher that takes on the appearance in line with your Ranger Theme.
You can buy an additional Zord for **-100 CP** or a set of 5 that combine into a Megazord for a total of **-300 CP**.

Super Zord - Free/-200 CP (Requires Sixth Ranger)

If you are a 6th ranger you can choose for your Zord to be a Super Zord. This type of Zord is able to transform on its own into a Megazord form but also has the capability to combine with other Zords into more advanced formations.
For **Free** you can upgrade your initial Zord into a Super Zord or by paying -200 CP you can purchase additional Super Zords.

Carrierzord -100 CP/-200 CP (Requires 3 or more purchases of Zord or Super Zord)

This type of Zord is intended to be used as a method of Zord transportation.
For **-100 CP** this Carrierzord is able to hold up to six Zords shared by a Ranger team.
For **-200 CP** this Carrierzord able to hold a limitless number of Zords, it is also able to combine with a Megazord.

Drawbacks:

Teen without Attitude +100 CP
You are no longer a Drop-In or from an alternate Reality.
You are instead Local who somehow got their hands on a Morpher and Zord.
You will need to work out your Background with your Jump Chan.

Dinobot +300 CP (Exclusive to Dinosaur Rangers)
You are a human sized Autobot from the planet Cybertron, though your faction does not have the stealth function that most Autobots do, you have alternate mode which allows you to take an armored Dino Form that heightens your animalistic features and blocks your integration capabilities.
All Power Ranger Items and forms will be integrated into you and changed as appropriate.
Because of this you are no longer able to take perks from the **Martial Rangers** Perk tree or the **Technological Rangers**.

Mystic Knight Of Tir Na Nog +300 CP (Exclusive to Martial Rangers)
You have found an ancient scroll that granted you a magical weapon and the power of the four elements. All Power Ranger Items and forms will be altered to be appropriate for a Knight.
Because of this you are no longer able to take perks from the **Dinosaur Rangers** Perk tree or the **Technological Rangers**.

A Legendary Defender +300 CP (Exclusive to Technological Rangers)
You are one of the Paladins of the robot lions who form together to become Voltron, the defender of the universe.
All Power Ranger Items and forms will be altered to be appropriate for a Paladin.
Because of this you are no longer able to take perks from the **Dinosaur Rangers** Perk tree or the **Martial Rangers**.

Dark Rangers +400 CP
This team of evil are a selection of five criminals from around the world granted power by the evil lord Zedd to take on the role of his Dark Rangers. They have been instructed to terminate you.
This team has a similar appearance both in and out of ranger form to the original 5 Mighty Morphin Power Rangers and each one comes with all the Free Perks and Items from this document as well as all of the **Dinosaur Rangers** Perks.

Psycho Rangers +400 CP
The Psycho Rangers were created as evil and homicidal counterparts to the Space Rangers by the evil princess Astronema. Each Psycho Ranger was created with a specific fighting style to target their Ranger counterpart. They have been instructed to terminate you.
This team comes with all the Free Perks and Items from this document as well as all of the **Martial Rangers** Perks.

A-Squad Rangers +400 CP
This team of elite, albeit extremely arrogant and condescending Rangers were once the main defenders of Earth until they went missing in action. Many believed that they died as heroes however the truth was later revealed that they had secretly defected to Emperor Gruumm's side, turning over Ranger technology as working under his employ. They have been instructed to terminate you.
This team comes with all the Free Perks and Items from this document as well as all of the **Technological Rangers** Perks.

White Dino Ranger +200 CP
The White Dino Gem has a mind of its own and has found a new host and transformed them into the White Dino Ranger. However the wielder has no knowledge of whenever they transform and are under its complete control the only one the Dino Gem believes to be a threat to it, is you.
This Ranger has the **Sixth Ranger** Perk and all of the **Dinosaur Rangers** Perks.

Black Lion Ranger +200 CP
Dai Shi has found a new host to possess and to possess the power of the Black Lion Ranger However the wielder thinks that the evil they command and wield is their own and are driven by a desire for more power which you are in the way of.
This Ranger has the **Sixth Ranger** Perk and all of the **Martial Rangers** Perks.

Titanium Lightspeed Ranger +200 CP
The spirit of Diabolico has found a new victim in desperate need and offered them a chance to save their life and the life of their family in exchange for destroying you.
This Ranger has the **Sixth Ranger** Perk and all of the **Technological Rangers** Perks.

Lord Drakkon +600 CP
This Evil Power Ranger is an alternative reality variant of Tommy Oliver who never left the side of darkness. This Lord Drakkon has a merged Morphin Powers of the Green Dragon Ranger, the White Tiger Ranger, the White Falcon Ninja and the Red Zeo Ranger
Lord Drakkon will have access to all free items and all the perks on this Jump Document.

Generic Drawbacks:

Wanted +100 CP
Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sort out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated +100 CP
This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

Low Budget +100 CP
Something about this world just seems... cheap, flying wires, plastic shield, old school lights and tatty looking monsters.

Thugs for days +100 CP
At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP
The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Stalker +100 CP
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

Angered Factions +100 CP
With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

Heroic Sayings +100 CP
You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Rough Childhood +100 CP
You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo +100 CP
Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up +100 CP
It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 CP
Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuity's.

Stranded +100 CP
Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Plot Anchor +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Kick the Cook +100 CP
You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred +100 CP
You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind +100 CP
Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honourable +100 CP
You are honorbound and will always do things in an honourable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare +100 CP
Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconvenients +100 CP
Small issues will constantly occur causing minor discomforts for you.

Extended Stay +100 CP
You can Increase the duration of this jump by 10 years.
You can take this a maximum of 10 times increasing it up to 110 years total.

Friends from beyond your dimension +200 CP
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb +200 CP
There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Dead or Alive +200 CP
You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

The Good People +200 CP
It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People +200 CP
For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Wider World +200 CP
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions +200 CP
Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

Blinded +200 CP
You have lost your eyesight and will not regain it this jump.

Pet Food +200 CP
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Publicity +200 CP
Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.
It's almost like someone is trying to make you look bad.

Thou shalt not kill +200 CP
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Selective Amnesia +200 CP
Until the end of this Jump, you can not remember the events of any setting you have entered.

Total Amnesia +200 CP
You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia +300 CP
You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Living in Exciting Times +300 CP
Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies +300 CP
All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child +300 CP
Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

Local Scale +300 CP/+600 CP
For **+300 CP** your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For **+600 CP** you're level of growth will be capped at 90% of the scale of growth of the local protagonist.

The Importance of Education +400 CP
You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek +400 CP
Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Not So Shiny Toys +400 CP
All items gained from other jumpchains will not be able to be imported into this jump.

Friendly problems +400 CP
All companions, followers, and pets are barred from this jump.

Mortal +400 CP
All of your perks are all disabled for the duration of this jump.

Boss Rush +600 CP
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.

Notes:

Please see below are the initial available options for each origin.

Dinosaur Rangers

Dino Thunder Rangers
Dino Charge Rangers
Dino Fury Rangers
Mighty Morphin Power Rangers
Movie Mighty Morphin Power Rangers

Martial Rangers

Aquitar Rangers
Jungle Fury Rangers
Mystic Rangers
Ninja Steel Rangers
Ninja Storm Rangers
Samurai Rangers
Shogun Rangers
Wild Force Rangers

Technological Rangers

Galaxy Rangers
Lightspeed Rangers
Overdrive Rangers
Ranger Operators
S.P.D. Rangers
Space Rangers
Time Force Rangers
Turbo Rangers
Zeo Rangers