

Kamen Rider Heisei Part 1: Kuuga and Agito

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It is the year 1999. This is a world on the precipice of a new millennium, but with the hopes of the near future came the dredges of the past. Struggles and bloodshed that find their roots in mankind's infancy will blossom in this time of change, but so too will those who can find the strength to stand against the darkness and fight on.

Our story begins with an ancient war between humanity's peaceful progenitors, the Linto, and the warfaring Grongi. Infusing themselves with an ancient material from the sky, the Grongi mutated themselves into bestial warriors and cruelly hunted the Linto for sport and power.

The Linto beseeched help from creator of man and their servants, selecting one of the Linto to become the inheritor of the grand power of "Kuuga" and drive the mutant Grongi into hibernation. As payment, the Overlord of Darkness accepted many of their number as his angels, the "Lords" who would serve him forever more.

It is the year 1999, and once more, the Grongi have awakened to begin their Gegeru, a tribal hunting "game" now with the population of Japan as its quarry.

The police are almost powerless to stop these "Unidentified Lifeforms", as they become dependant on the next holder of Kuuga's terrifying power, a wanderer named Godai Yusuke. Meanwhile, rumors spread of people who have evolved beyond their normal capacities, those that are capable of strange and impossible things...as well as rumors of their equally bizarre deaths following the revelation of this power.

All that is known is of the strange bright halo appears when they draw their last breath.

What path will you walk? Will you take the path of the shepherd of this world's people? Perhaps one of the wolves in the shadows that feast on them for your own gain? Or will you take the path of evolution, reaching for unknown horizons?

Time will tell as legends are repainted from Zero.

You begin in Tokyo, with a gender and age of your choice ranging from 18 to 40.

Take +1000 Choice Points as the stepping stones for your new transformation!

Origins - You must have some memory of your life before this point, right?

Unknown Amnesiac(0): ...No? I suppose not. You either simply have no history here, or you vaguely remember something about a boat named the "Akatsuki"...In either case, you'll have to rely on the charity of others as you'll not begin with any documentation or place to sleep...but your newfound powers may make this a simple matter. As it stands, your choices are now whether you will use this power for yourself or find the strength to fight for others...

Police(0): Trained to serve and protect the peace of Japan's streets, you have been charged with investigating into the strange and grisly murders arising after the awakening of the "Unidentified Life forms"...You will need courage and determination to face these evils as a mere human, but the light of mankind's innovation will give you the strength to act on these feelings. This isn't about power against power...this is about you taking a stand against the night, no matter how fearsome and dark. For the people.

Wanderer(100): You are a wandering beacon of hope, but you wouldn't really call yourself that. You're just a follower of dreams, trying to experience the world and its people with a smile on your face. However, you can't avoid darkness forever. Strange experiences have begun emerging, and people are sad and afraid now...you can't simply turn away while the innocent suffer. To protect their smiles, you may have to become something simply more than a wanderer...Do you have the strength to make it through?

Grongi(0): It took a long time, but you're back. The Grongi were the rightful inheritors of the earth! You were the fittest in a time where the fittest were the only ones meant to survive, and it was only by the favoritism of a purist God that you were put to rest by the weak and peaceful Linto. Now you return, and while the Linto have created grander toys...they have grown even weaker and more like sheep. As if they'd forgotten the concept of wolves. Remind them what it means to be prey, and what it means to fear a superior being. For you are far beyond them, and you will take what is rightfully yours by tooth or by claw.

PERKS

Nice Boat (100, Free Unknown Amnesiac) - For some reason or another, you've woken up on a boat that has been beached off of the coast of Tokyo, said boat that seems to be following you in the background in nearby rivers and streams. If you were to get knocked out and fall into any rivers, you'll wake back up safely on the boat, back on the shorebed.

Oddly enough no one will question why you've ended up on this boat..how strange.

Good Cook (100, Free Unknown Amnesiac)- Despite not having as many memories as you'd like, it seems you must have been a chef in a past life. You're able to take more or less any ingredients and find out SOMETHING delicious to do with them, even if it's as basic as simply baking a potato with some pepper in it and cooking it to just the right amount of crisp. While you won't ever be able to make something without the proper ingredients, the complexity and precision needed in cooking is never an obstacle to you and as a minor benefit your sense of 'timing' with regards to cooking something is greatly improved.

"Luck" (200, Discount Unknown Amnesiac)- You've been doing awfully lucky for yourself recently! You've sorta gained this second sense for how things in the immediate area will play out, anticipating small results such as the location or result of a covered up die. Subsequently, you've also gained this strange skill of displacing things in your hands that defy logic. Stuff such as shoving a large coin through a narrow bottleneck and into the bottle seem to be decent enough tricks to win a couple bets with. I'm sure it's nothing more than a bit of slight of hand.

Goofy Innocence (200, Discount Unknown Amnesiac) - Blessed is the mind too small for doubt. You've managed to either fake or make it in terms of coming off as just a bit odd or eccentric, making it hard for many to believe you really have any ulterior motives or in-depth schemes at a glance. Maybe those a bit more perceptive will find reason to doubt you, but most people will read the cover (so to speak) and dismiss you as a mostly harmless fool.

Awakening (400, Discount Unknown Amnesiaa)-

Your evolution has just begun. Energies and power have awakened in your body, allowing you to become something greater than just a man. You now are able to will your form to become that of an insectile beast with great strength, claws and jaws...You could tear inch-thick metal sheets to shreds with the power and sharpness of your new form! A true product of a more powerful being's biology...

If you've taken "Luck", By this point it's probably dawned on you that whatever talent you have, is clearly not the product of skill given the fact you've just regenerated from some minor injuries like lost fingers, probably able to regenerate limbs given sufficient time. Not only that, you've noticed that your senses were just a progenitor to telekinesis, able to manipulate inanimate objects to the level of forcing steel girders out of a concrete pillar. You're also able to repulse back living beings a small ways away, but though it'll take a lot more effort to force someone's internal organs to rip to shreds compared to moving an inanimate object. With a body able to rip apart man's constructs and a mind that could move stone and steel... You are the next step!

Psychic (400, Discount Unknown Amnesiac)- They say that the greatest jump in evolution was the improvement of the mind, rather than any physical growths. Beasts may have evolved fur and teeth, but the mind gave people the power to create their own claws and hides. Your own evolution has followed this path, and your mental capabilities is as far of a leap from human thought as human thought were from apes. You are able to access the minds of others and pick images, concepts and sounds that are currently running through their mind and interpret them as input...not only that, but you can even read the world around you as strongly as you can read the minds of others. By examining and touching your fingers to an object, you can sense certain things associated with it. You could tell the sounds and images of someone who recently sat in a chair, or walked past a certain tile in the floor. You could tell who (if you recognize them by sight) used a knife or pencil by touching it, and the object itself will give some vague clue as to the nature of the last thing they were used for or what was occurring around them in the past. The memories get hazier the farther they go, but you can read up from 2-3 weeks of history of an item clearly before it becomes more difficult to interpret the object's 'memory.'

The Seed of Light (600 Discount Unknown Amnesiac, Cannot be taken with The Seed of Darkness)- In a conflict no living human knows, The Overlord of Darkness, creator of mankind and tyrant, fought against the Overlord of Light, a trickster and free spirit who sought to bring mankind the fires of Evolution. Though the Overlord of Light was slain, he spread his ever-changing power out throughout the world as flashes of light. This power would embed itself into the bodies and genetics of those who were granted the "Seed of AGITΩ"

Your memories have been returned, and you know now the secret of your strange abilities and lost memories. You are one of the Seeds of AGITΩ, and these transformations and psychic powers are a side effect of that...but that's not all. You've the potential to become the 'perfect' AGITΩ, the true heir to the Overlord of Light's will. You have found the greatest asset of the Seed of AGITΩ ...the Overlord of Light's powers are not simply potent...but they can also develop and evolve. As you become stronger, train harder, and discover more about yourself and the world you will unlock more powerful and unique forms!

At first, this power will only manifest through a belt on your waist. By using this Rider Belt as a focus, you may enter a transformation into “Ground Form”, which may be themed after any terrestrial animal you know but does not gain any measure of their abilities. Instead, this form is barehanded but extremely powerful, easily beyond the limit of humanity’s evolution at the outset and allowing for a harmonious combination of speed, power, and durability to bring out martial expertise and technique. With experience, training and desperation, new forms with new capabilities such as intense speed and highly honed senses will appear, with ever advancing powers to meet the needs and pressures of your environment...these new forms even bringing new weapons into your hand upon their usage.

While another AGITΩ in this world ascended past the power of Burning (a form you may unlock, able to defeat the servants of this world’s God with greater ease) to become a Shining form capable of power that surpassed even the Overlord of Darkness’ most powerful lieutenants (whom were given strength that let them rule over sky, sea and land beyond the ken of mortal warriors save with their most lethal of weapons)...that is not the limit of your potential. There are forms beyond Shining and power beyond this world that this Evolution will allow you to attain, as long as you train.

Where will this ever-greater path take you, Inheritor of the Light?

The Seed of Darkness (600 Discount Unknown Amnesiac, Cannot be taken with The Seed of Light)- Your memories flood back, and you recall the real reason for your strange abilities. These are not evolutions, but awakenings of your old nature. You were not born, but created by the hand of the Overlord of Darkness as the El of Shadow. Your purpose and your powers are among the highest of your kin, as you had a special role to play in the plans of the Overlord. The Evolution of Humanity was a mistake, and while your brothers seek out to slaughter the mutants who would have the hubris to grow beyond the Overlord of Darkness’ design(and are taboo’ed on pain of death to ever spill the blood of a normal human), you are charged with a higher calling.

As a Lord your form is that of humanoid beast, hailing from one of many animal kingdoms with their own blessings from your creator. You are also granted a ceremonial weapon that can withstand multiple point-blank bombings, the sort of weapon that you would not see out of place in a museum exhibit on tribal warfare.

As the El of Shadow, you have strength beyond most Lords within your family line and an ability unique to yourself: Extinguishing the Light. This attack may only be used with the ceremonial weapon granted by this perk, but you may charge this weapon with the power of darkness and inject it into the unfortunate victim, though you must break skin in order to truly guarantee the power’s effect. The Light of Evolution will be excised from them forever more,

robbing them of the gifts of their birth and locking them in that state. They will be unable to change, evolve, or grow in any way...unchanging and stunted forever. Even their children will be cursed with this, as they too will not be able to grow stronger or more intelligent than their birth dictates.

The evolution of humanity is a mistake, Shepherd of Darkness. One you have the power to rectify.

Jaguar: Predatory hunters of enhanced senses and body

Tortoise: Durable warriors who can swim through the ground like a fish to water

Snake: Those who run like the wind, and whose touch teleports enemies upwards to fall to their demise

Crow: Winged scouts who soar at rapid speeds

Zebra: Those whose touch can bring decay to those of human frailty

Jackal: The land breatheren of the Crow, who speed through all landscapes

Bee: Warriors who can transfer their enemies into solid matter on contact.

Stingray: A water based relative of the Bee Lords, who force enemies to fall through matter.

Fish: Those that can inflict pain and agony similar to decompression sickness (also known as the Bends) on contact.

Lizard: Those that can spew a wide, suffocating, acidic mist in seconds.

Wanderer

Wandering [彷徨] (100, Free Wanderer)- With nothing in your pockets and your back, you've had to make due with surviving from day to day, developing a wide breadth of "2000 skills". These mundane skills cover things such as basic survival and cooking, to small street performances such as juggling.

Revival [復活] (200, Discount Wanderer)- Without a second thought, you wore SOMETHING onto your body, and in a bright flash it has successfully integrated into your own anatomy. This was an Arcle, a large belt embedded with the stone known as the Amadam, and together these artifacts allow you to transform your body into an ancient warrior of legend of enhanced physical strength and speed. This form, Kuuga, will use a real animal of your choice as a base of the design, but will possess no powers from it. What powers you do have however is that your finishing moves will inflict a searing brand that will spread damage to the source of the enemy's power leading to a violent explosion (this finisher can be resisted). Subsequently, it appears you are not fully in tune with this Amadam, stuck with a diminutive white form, with much more potential to grow. It's time to repaint the legends.

As mentioned, the Arcle is the focus for your transformation, as a belt implanted into your body as part of your biology.

-Subsequently, purchasing this will unlock the ability to buy Perks labeled under **[UNIDENTIFIED LIFE FORM REPORT]**

Myself [自分] (200, Discount Wanderer)- In the chaos of life's perils, it can be difficult to clear oneself of the day to day drama and death. In the midst of all of this, you can find solace in your mind whenever you rest. Even with only the heavy luggage of your mind and the blue sky above, you'll be able to think towards the future.

Smile [笑顔] (400, Discount Wanderer)- Humans are fragile, paranoid, and scared. To say they wouldn't be intimidated by an imposing monster or warrior is an understatement. But now there's something about you, this inner kindness, that allows you to communicate and instill the seed of hope that everything will be all right with as little as a confident thumbs up. The weeping voices are calling to you, shall you prove to be a hero?

Decision [決意] (200, Requires Smile)- Of course, that was you before or even now: a human, with all of the joys and burdens it comes with. To shoulder onto your own pains and flaws while trying to become something greater without losing yourself is Herculean in itself. You'll find it

harder for you to waver from your own ideals, for revenge to cloud and destroy your mind. This will only get stronger with the help of others by your side. Be strong for everyone's sakes, carry no fear, no pain.

Grongi

Chameleon (100, Free Grongi)- Are you... sure you know how to dress yourself? I mean: Black lipstick, massive afro... cowboy chaps, CHAINS? Well thankfully no one will notice or question your horrible or suspicious method of dress unless you give people a reason to look for you. Seriously though you literally look like a clown.

Quarry (200, Discount Grongi)- The Grongi were ancient hunters, and yet their hunting of humans was of pure sport and game. Like them, when you are looking for a desired group targets, say based on a pattern of colors or if they're truck drivers, you have a second sense to detect nearby targets that fit your criteria.

Ripple (400, Discount Grongi)- The thrill of the hunt isn't enough if your game won't run around. By performing brutal kills or hanging the bodies in public, overall just exposing your cruelty to bystanders, the public will panic, increasing with each successive kill and presentation. Let them run, scatter, and then claim them one by one.

Cycle (200, Requires Ripple)- Your cruelty has truly sunken to the lowest. Following similar principles to Ripple, you've gained the ability to goad and taunt individuals of low will in just the right ways. Rather than bringing panic, your goal is to break them, dull their senses, to make them heartless killers. Bring forth the Ultimate Darkness in all hearts.

Police

First Responder (100, Free Police)- You're sworn to protect the public at all costs, monster filled or otherwise. Upon hearing the location of an incident, say through police radio, you know the fastest route from your current location. Every second counts against the Unidentified Lifeforms.

I trust your aim to be true!(100, Free Police) - As unhelpful as bullets can be against Unidentified Lifeforms, it's still necessary to have a proper form in the event you need to give your all for your species. You're well trained in the maintenance, operation and acquisition of pistols, revolvers, shotguns, and in extreme emergencies assault rifles. You're licensed to carry and use one, and your aim is true...the factors that influence your aim such as breathing and unsteady footing are minimal while you're aiming to strike.

The Line of Duty (200, Discount Police)- Human as you are, under equipped as you are, you can't back down. You're able to temporarily push back or distract enemies that you would find to be "invincible" against your abilities/tools, and those who are simply resistant find themselves....remarkably less so. If you also purchased "Deep Breath", you can teach others the tactics and impetuous style needed to accomplish this strange feat.

The First 24 (200, Discount Police)- Anyone will tell you that if you can't catch a lead within the first day or two, the investigation's dead in the water(and possibly anyone you're hoping to find too...what is it with this place and boats?) But you? You're not gonna let anyone get away from justice. When it comes to finding something, ANYTHING to give you a leg up on the path to getting the bad guy...you'll find you don't have to search too long. You're guaranteed at least a breadcrumb of how to move forward in the first day of investigating, and from there you'll be on your own. Still, it just takes a breadcrumb...

Weaving the Pattern (400, Discount Police)- What are these Unknowns after? At first incidents may look indiscriminant and unrelated, but as time, incidents, and evidence increases, repeated rituals will become especially prominent. For example one group may be selecting their targets through the composition of a piano piece they left, or slaughtering taxi drivers in a sequential order based on their taxi color. Even your mundane criminal skills are boosted, able to recall and make connections to what would ordinarily be strange code, such as realizing that a code is actually linked to tennis scores. No matter how strange the reality is, they won't get away.

Dead Languages for Dummies (400, Discount Police)- With all of the ancient civilizations attacking, it's only natural for at least someone on the force to have an Archelology degree. In any case, you're experienced with most modern well known ancient written languages and hieroglyphics, and with sufficient time and effort can decypher spot on transitions of unknown written languages.

Their Greatest Weakness (600, Discount Police)- Conflict truly shows the desperation for one's will to live, or to utterly destroy their enemies. You've become proficient in the skill of forensics, with the diligence to pour over every aspect of analysis. With a proper autopsy, you can quickly discern the features and flaws of the biology of your targets, alongside the capacity to quickly think of ideas and methods to capitalize on these weaknesses. What will you do when you can finally bare your fangs?

Deep Breath (600, Discount Police)- You're not going down without a fight. The human race has evolved since the last time the Gurongi and the Overlords had their time in the sun. Now it's your species' turn. If you were a normal cop before, you're almost an action movie image of an officer

of the law. Smashing through windows, swerving through deadly assaults, driving through walls, shooting with precision at a dead sprint and fighting hand to hand with such grace and control you'd swear it was choreographed are all in your repertoire in the name of defending your species, but you truly shine when put up against those who would threaten the human race. Against those who hate mankind or those who are monstrous and inhuman, you're able to match up to their strength and power with skill, wit and just a hint of panache. Their advantages against you will become less helpful(as you fight them, you'll learn to circumvent or engage them where their strengths won't help) and their weaknesses become much more pronounced. This isn't a guarantee of victory, but it does guarantee that a bit of good ol' fashioned luck and pluck can win over brute power. This is your home, and these are your people. Send these relics back to where they belong.

[UNIDENTIFIED LIFEFORM REPORT]:

Ba Da De Gi Gu Re- A Grongi's name consists of three parts, two of which are based upon their rank and species. Upon modifying yourself, either Kuuga or Grongi, you gain an alternate form derived partially on a plant or animal of your choice. What animal you choose right now will only affect your methods of travel. Birds and bees can obviously fly, spiders and chameleons can cling to walls, and aquatic animals can swim and breathe underwater.

Ba- Insects and Arachnids

Da- Mammals

De- Plants

Gi- Fish/Aquatic Animals

Gu- Birds/Winged Animals

Re- Reptiles/Amphibians

Me (internals) (200, Discount Grongi)- The second class of Grongi. Unlike the Zu that have no abilities from their animal lineage, the Me have developed powers that can easily surpass the

animals they heralded from. Upon purchasing this, you make one power of your choice based off of the animal you picked from the initial perk. This may be purchased multiple times. Examples of powers include:

- A chameleon with full invisibility
- A mushroom with deadly spores and cellular regeneration
- A squid that can shoot ink that explodes on contact
- A bee that can shoot wrist mounted stingers with intense force to pierce through human flesh and concrete
- A Scorpion with flammable, acidic blood

Crossroads [岐路]/Go (400, Discount Wanderer and Grongi)-

As you become accustomed to the power of Kuuga, you realize your form is growing to one of four specialities, each with their own strengths and weaknesses. Additionally, you realize that these forms can create weapons out of ordinary objects, meaning that you'll never be caught empty handed

As a Grongi, you are the final rank of warrior, Go, just a cut below the strongest of them all. Besides increased overall physical ability, you gain a specialized form that you can change into. This form can convert any appropriate ordinary item into a powerful weapon. This perk can be purchased multiple times for multiple forms

Sprint [疾走]- Called "Grapple" by Grongi and "Mighty" by Kuuga, this red form has the most balanced development in terms of agility, strength, and reflexes. Instead of wielding a weapon, an ornate hand to hand based weapon such as brass knuckles or an anklet is equipped to your form.

Azure Dragon [青龍]- Called "Quick" by Grongi and "Dragon" by Kuuga, this blue form specializes in agility, leaping to the roofs of Tokyo skyscrapers in a few bounds, but in terms of strength it is weaker than the red form. To compensate for this, any rod shaped object will turn into an ornate rod or spear.

Archer [射手]- Called "Shooting" by Grongi and "Pegasus" by Kuuga, this green form is the weakest in terms of strength, and is slower than the previous two forms. In exchange, this form has the highest reflexes and senses of the four, capable of plucking rapid fire objects from the sky and detect enemies from miles away. However, these senses can be difficult to master, as one could easily listen to hundreds of conversations within a couple miles radius but no capacity to handle them all. Mastery of this form requires one to know how to focus for their target. Likewise, those in this form that hold a projectile weapon, such as a gun or a bow, will turn it into a powerful variation of the two or a bow-gun hybrid.

Armor [装甲]- Called "Herculean" by Grongi and "Titan" by Kuuga, this purple form is the strongest physically, resisting the most damage of the four while also being the slowest. Like

the blue form, grabbing a stick or a pole will turn it into a heavy weapon, though in this case this can be things such as maces, broadswords, and hammers.

Strengthening [強化] (600, Discount Wanderer, requires at least one purchase of Crossroads)- The Arcle, already embedded into your nervous system, has refined it even further. Later, by exposing yourself to high voltage shocks, you've discovered that your body can actually absorb the energy from this and channel it into your form as a sort of golden energy. This Rising amount of energy will gild your form with trimmings of gold, and for those of Kuuga, the finishing move brand will also grow stronger to the point where the resulting explosion may level multiple city blocks.

The energy is compatible with every form and each form is enhanced in special ways. Rising Mighty's kick is enhanced in ways mentioned earlier, while Kuuga's other forms gain similar boosts in baseline power as well as unique attacks. You are also able to channel electricity into your strikes, due to the origin of this power.

Azure Dragon [青龍]- Dragon form's Dragon Rod becomes a twin-ended spear capable of piercing greater armor and defenses than before, with your speed and senses increased intensely as well...able to leap far beyond the heights of the Tokyo skyline and across the city with no issues.

Archer [射手]- Your senses become more refined and the strain of input becomes noticeable lessened, allowing you to maintain and focus for longer periods of time. It's not noticeable at first, you'd get a minute or so's worth of time in this form as an ordinary human but it could make the intensity tolerable to almost a non-issue depending on how mentally focused you are. The Rising Bowgun may be formed from any guns or projectile weapons and the Rising Blast Pegasus attack allows you to fire off up to three projectiles in a single blow!

Armor [装甲]- Titan's strength and defenses are hardened, and its weapon becomes elaborate and larger to allow stronger strikes. Not only that, but the Calamity Titan (a finishing move this form can use) will allow you to spawn a second Titan blade from another hand...allowing you to strike with twice the power!

Indomitable [不屈] (600, Discount Wanderer, requires Strengthening)- "When the Holy Spring dries up..." This is the faded inscription of your Arcle. This is the zenith of your power, so much so that to many it could spell your doom as your mind becomes clouded with power over compassion and gentleness. This is no effect on the part of the Arcle, only the nature of those who wish to make their power Ultimate. That is the warning inscribed upon the Arcle: "When the holy spring dries up, strong warriors will appear like thunder. The Sun will be buried in

Darkness." So too, you will be eclipsed by the power of Ultimate if you use it recklessly. This Ultimate form may even cause you to go mad with power if you're simply a normal person, as this amount of power often brings madness and cruelty with it to all but the most controlled or empathic of souls. I trust you'll rise above, but even still it's highly likely you'll destroy something you didn't mean to if you simply treat this as another form of power. While in this Ultimate form, you will have the advantages of every form given by "Crossroads" at once and allow access to every weapon they give access to as well. Your strength, durability, speed, agility, power and senses are turned up to levels that even the Rising Forms could not match if their abilities were combined! If this were not enough, you can manipulate fire with the intensity to burn down city blocks...But these all pale in comparison to the frightening and almost legendary power that the Ultimate Form holds: The Ultimate Kick. Though it was never used out of fear, it is said by ancient Linto writings that this kick's force and power could well destroy the entire world. Even if this is an exaggeration on their part(which it likely is), any use of the kick will do simply more than shape the course of battle...it may shape geography as we know it, with at minimum the power to send Japan into the drink. Be wary, for all your might cannot protect you from the consequences of such a reckless strength...

Nu (Crafts) (400, Discount Grongi)- Ah, the house of Nu. Once a proud and respected house, the Nu have been due to their skills and the distrust of the N chieftains been eroded to a single person. However, if you take this...there is another...you. Their craft, which was so feared that their clan was destroyed, was to create the weaponry for the Go class Gurongi. By taking the parts of beasts and creatures(including other gurongi), you could create durable and strong weapons that can revert to an inert jewelry state. Such equipment includes

- Morning Stars that can be reverted to rings
- Earrings that turn into a venomous claw

N (600, Discount Grongi)- Make no mistake. The Grongi are a people for whom violence, cruelty and power are virtues. It is only fitting that in a tribe where ruthless warriors are the only ones allowed to live, that their kings would be unparalleled beasts in combat. You are of the N-class of Grongi, the final ranking of the Grongi tribe, the tribal leader, though you're directly below N-Daguva-Zeba in the hierarchy. As a warrior-king among warriors, you have great power and speed that exceeds the might of all of Kuuga's Rising Forms, outmatching them and nearly any other beast this world can spawn besides perhaps an "El"-class Lord...Your skill and ruthlessness in battle are enough to tear apart some of this world's strongest combatants and you are able to call upon the power of either water, wind, lightning or fire in such intensity that you could leave a modern city in unrecoverable ruins within a few hours and the entire nation of Japan a tomb within a week. You will stand alone, the undisputed conquering beast...Make a wasteland, and call it a kingdom.

Companions

(An)other Agitos(200, Discounted for Drop-ins): The Seed of Light was spread out among many on that fateful day, Who's to say that you were alone? Or perhaps you stumbled across amnesiacs and wished to reach out. In either case, you may create or import 2 companions with the "Amnesiac" background and 500 CP to spend.

Japan's Finest(200, discounted for Police): You've either befriended 2 competent policemen or are their coworker, but either way their desire for justice is more than simply the allure of a paycheck. They're out to protect and serve, and they'll do so at your side. With this, you may create or import 2 companions with the "Police" background and 500 CP to spend.

Into the Blue Sky(200, discounted for Wanderers): Your fellow travelers have been through you thick and thin, and no matter what awaits them in the future they will always walk with you into the wild blue yonder. You may create or import 2 companions with the "Wanderer" background and 500 CP to spend, by taking this.

The Hunting Pack(200, discounted for Grongi): You've awakened with two very loyal comrades, those who'll delight in tearing apart the weak in this new age of mankind. You may create or import 2 companions with the "Grongi" background and 500 CP to spend with this option.

Gear:

Horse Armor (400, Discount Wanderer) - The tradition of Rider is a long and storied one, traveller, and it existed before the dawn of Motorcycles. The original Kamen Rider Kuuga was a rider, still, but he rode upon a true steed. A normal steed was not strong enough to face the Grongi on in a direct confrontation however, so as an additional blessing from the Overlord of Darkness another artifact was forged to combat the violent mutants! This is that artifact...It resembles a stylized beetle in construction with gold and red trim, large enough to be ridden by a full grown man. The "Gouram", as it's called, is capable of flying and is extremely durable(able to tank the strikes of Grongi with not a scratch)...as well as responding to it's owner in distress. Its purpose was to augment the steed of Kuuga, giving it a thick armor and spikes in order to augment the Steed's offensive power...it does this by simply converting itself into armor, which it now can do to any mount you possess(no matter how large or small!)

Seed of Violence (400, Discount Grongi)- A truly ancient and venerated artifact of the Grongi...It is a shard of the 'fallen star' that the very first Grongi had taken into themselves to become the violent tribe they are now...It's been treated and enchanted, so now it grows when placed into proper soil. The metal will grow a bit deeper into ground, becoming a more robust ore with a wicked set of properties...The metal will thirst for blood, making excellent knives and tribal weapons. However, their true power is what happens when the metal is ingested or when it 'poisons' the bloodstream. People who ingest the Seed of Violence will become a Grongi and gain biology and abilities as if they had taken the "Me" Grongi perk from the Unidentified Lifeform Report section. Violence begets violence...take the first step, so that your hunt may never end.

Police Issue (all following gear is discounted for Police Officers!)

"It's Kuuga!" (Free)- You will make your mark upon this world no matter which path you walk, so it is only fitting you get an emblem that embodies your style. You now have a set of decals and other such items to mark a unique symbol that is personal and meaningful to you across anything you own, and people will be able to instantly recognize it as representing you if they know who you are.

Gun (100, Free Police Officer): A simple and trustworthy hunting rifle with a scope atop it, it's not something that'd be out of place on top of someone's mantle but it never needs maintenance and it'll oddly enough accept any form of ammunition with no real difficulties despite being built for a specific type of bullet. It's also useful to have when combined with the Nerve Breaking Bullets and can be used as the weapon for the "Pegasus" form of Kuuga, in a country where firepower is difficult to muster.

Nerve Breaking Bullets (200): The Grongi are resistant to mortal weapons, including bullets and blades...their bodies made to slaughter humans. However, man has always forged its own claws and fangs..and now, it has forged a venom. Like a snake, man's bite is not lethal on its own...it is the toxin that will seal their fate. These bullets, a few boxes of varying sizes and calibers of bullets that refill when closed and re-opened, will inject a powerful poison into the body of whoever is shot with them...This poison is calibrated to kill Grongi, so those with Grongi biology will die in seconds once the poison enters their system. Other species will simply find the nervous systems around the bullet wounds rotted and shocked, which can do anything from paralysis to a slow death...However, the poison clings to the bullets and cannot be delivered except through these bullets.

V1 (200)- Short for “Victory One”, this was a suit created as an alternative to the police’s(at this point, future) research project on Unknown No. 4(Kamen Rider Kuuga) in the event of more Unknowns undefeatable by mere humans. The suit is a full, metal bodysuit with advanced technology allowing a normal police officer to give a Grongi or Lord a fair battle, with at least a ton of force per square inch in terms of punches...Unfortunately, that is all that it’ll be able to do. It lacks access to any special weaponry or attacks like many of the Riders, and even it’s rival G3-X was able to handle Unknowns on a better basis. However, for those with great martial expertise or outside abilities it could be the boost needed to survive and thrive in combat with the unknowns! At the very least, it isn’t difficult to put on and use...

Project G1 (600) - Ah, you’ve found...this. I guess since you’re asking about it, I might as well tell you. This is the original G-series suit, a direct attempt at mimicking Unidentified Life Form #4 in power and even appearance! For what it’s worth, it was actually pretty successful. The suit possesses the raw power of Kuuga’s “Mighty” form, similar to Crossroad’s “Mighty” option and able to utilize any G-series weaponry. No weaponry was made at the point it was created, however, but it was theorized that a G1 wearer would utilize a handgun with nerve-breaker bullets in tandem with their own physical abilities to strike down monstrous foes. However, before it could be utilized, it was possessed by a Lord whom used it to rampage against humanity and it was defeated by the Kamen Riders of this world. If you wish, I could guarantee you a usable version. However, it was in storage for a reason, chief of which was the physical strain it would have put on policemen and restricting it’s user-times without breaking bones. The average policeman would have simply broken after an hour of use, but those with strong bodies(such as that of trained and honed athletes or warriors) could withstand the strain for a few hours with minimal issue. This form also allows for a Heat End Kick, funneling heat from the various vents and sinks in the suit into a single attack in order to replicate Kuuga’s own Mighty Kick as a finisher. With the ability to build weapons that could stand shoulder to shoulder with one of the Arcle’s powerful modes, one might wonder why the Overlord of Darkness didn’t fear humanity’s growth any sooner...

G1-X (200, requires G1) Not enough? I don’t blame you, there are some potent threats in this world. Technology can only get you so far, but this isn’t bad all things considered. The G1 suit now is a great deal stronger, able to access the might of this undeveloped prototype at full capacity...The suit now has the power of Rising Mighty, detailed under “Strengthening” in the Unidentified Life Form report. However, as the technology is still limited, you’ll find that in order to use any power beyond that of Kuuga Mighty form, you’ll need to drain electricity from your surroundings or from your own body(!) in order to power it...this can sap at your energy and even knock you out of your transformed state if you do so, but surely this level of power is worth it?

Project G2- (400) It is not only the power of the Arcle that the researchers of the G-series wished to replicate, they also wished to create the G1's version of the Gouram(the loyal horse armor of Kuuga) to fight alongside the users...thus, the G2 was developed alongside it. The G2 could also be considered the offspring of the Trychaser and Beatchaser also developed by the police. It is as strong and durable as the Gouram(detailed above) while also possessing an array of small missiles, machinecannons and armor piercing rounds. If needed, they can be fed with Nerve Breakers for additional firepower! They're able to drive autonomously and follow simple orders...however, they were considered dangerous due to their simple AI being unable to comprehend the difference between non-electronically tagged friends and foes, as well as having no regard for collateral damage or the safety of their riders(often accelerating up to dangerous and uncontrollably fast speeds and hurtling their riders off on sharp turns!) Still, you may find a use for them...

Project G3 (400) - Now, we have finally left the prototype stage. This is the real deal, the first G-series suit to enter live combat against Unknowns! Taking the lessons learned from G1 and G2, the power of the suit has been dialed back as to no longer destroy the bones and bodies of its users while still allowing the user to fight on an even keel with the Unknown. However, due to the lack of true physical power...The G3's greatest asset is its design allowing it to attach and use the G-Series Weapons in combat, as all of the weapons are high powered and the ability to switch between them gives the suit the versatility needed to make up for the lessened striking power in comparison to G1. This model allows instant access to the GM-01 Scorpion, the GG-02 Salamander, the GA-04 Anthares, and the GK-06 Unicorn. All Generations Weaponry will be outlined below.

G3 X- (200) The G3 was advanced in comparison to both G1 and G2, but it wasn't complete. The G3 needed more battle data before it could reach the pinnacle of it's design, and for a small fee it won't be difficult to find some...'pre-recorded' data for you. With that data comes a fantastic upgrade in the system's power and efficiency, allowing for strength and physical performance approaching the power of G1 without any stress on the user...as well as a new system. A targeting and analysis AI will now feed you information on the best times and places to strike, utilizing the G3-X(tension)'s higher fidelity and speed sensors. This unit allows access to all the G3's weaponry and includes the GX-05 Cerberus and the GS-03 Destroyer as additional armaments. With these, you are a warrior for humanity's future! Step forward into the darkness, for the light of your people steps with you.

Project G4 (800) - Ah, this. I suppose you've paid, you've earned the right. This is the 'perfect' form of G3-X, one that was considered impossible or hazardous to implement...an engineer's dream, one might call it. However, with enough work and determination...It's been made possible. This suit is not only not taxing on the user as the G1, but surpasses the G1's power

despite that! The efficiency and strength of the suit make it so that it approaches Agito's Burning Form in terms of power, and this alongside its weapons make it a top-notch weapon for the defense of humanity. However...This isn't its true asset. It holds something beyond mere power, for the AI that was scaled down for the ease of use in the G3 was not only re-instated but upgraded with greater data analysis capabilities, as this is what allows it to fuel the greatest ability of the suit: The Prediction System. This system takes in the data given and if used with even a latent psychic(such as abilities given by the Unknown Amnesiac's "Luck") not only give an idea of the next best action, but even tell the immediate future in a situation to a certain extent and read the opponent's 'thoughts' to a certain extent via minute body language and expression feedback! To think, this is only with mundane(albeit advanced) technological sensors...who knows what it could do with greater and broader amounts of input? It lacks the clearance for the G3's arsenal due to the prototypes for it not being calibrated, but it does have access to the GM-01, The GK-06 and the unique weapon known as the Gigant. This is a dangerous power...but then again, isn't power inherently so?

Trychaser 2000 (200, Discounted Wanderer) - An experimental police motorcycle, this slick machine is faster and more maneuverable than anything else on the roads right now. With its superior horsepower and handling, it has the ability to drive up even flights of stairs with ease and move with such accuracy that using it as a weapon in CQC is a possibility! With this, become the wind that brings peace to the city.

G Trailer (200): If crime and tragedy all stayed in one place, then it wouldn't be as endemic as it is. No, it's everywhere, and in order to stay on top of it even the investigation has to be on the move as well. Thus, the G-Trailer! This mobile crimefighting vehicle allows for police to move their resources(including things that should by all rights not be mobile, like surveillance equipment or arsenals if necessary) to take the fight to the ground!

Forensics Module (100): Because it's best to get this kind of evidence while it's fresh, the G-trailer now has top-notch forensics equipment on hand to test blood, check fingerprints, and compile all the data needed to catch the bastard before he strikes again. Bring the law to this town!

GENERATION WEAPONRY

GM-01- Scorpion: A hand-carried modular magnum pistol stored on the right hip, it can punch through walls due to high-caliber ammunition. Like all Generation weaponry, it requires the G3's access code to activate and the pistol itself is durable and useful.

GG-02 Salamander: A grenade launcher add-on to the 01, The sheer power it packs allows it to act as a finishing blow on almost all unknown and unidentified life forms and the limited ammunition in comparison to the GM-01 means that often the best tactic is to weaken the foe down and then while they're disabled, strike them with a shot or two from the GG-02.

GS-03 Destroyer: This is a unique weapon made for the G3, an arm-mounted blade with the ability to vibrate and heat up to a high temperature, allowing for greater cutting ability through thick bulletproof Grongi and Lord hides with ease.

GA-04 Anthares: A grappling hook and anchor that allows G3 to grapple enemies, hook onto surfaces and angles, as well as being able to use the hook on the wire as a form of flail or the outstretched wire as a clothesline. The wire itself is stronger and heavier duty than elevator cable, but thin and flexible regardless.

GX-05 Cerberus: A multi-mode gatling gun, the gun itself is carried in a briefcase-like mode that folds out into the full weapon when needed. The Cerberus' high powered armor-piercing rounds are able to shred an Unknown-tier threat with sustained fire, and the ammunition capacity ensures that with a moment to aim and fire, the enemy has little to any chance of escaping unscathed. Allows for a scope add-on and the addition of the Scorpion as a 'burst fire' mode.

GK-06 Unicorn: A predecessor to the Destroyer, this progressively designed knife uses electricity and heat to enhance its cutting edge against enemy defenses. While approximately as sharp as the Destroyer, it lacks the weight and range of the destroyer as well as the natural cutting power granted by a full-sized blade.

Gigant- Shoulder Mounted Rocket Launcher: A powerful rocket pod that can be attached and detached from the G4's shoulder, it creates a lot of knockback and opens the user up for damage...but not much can withstand the force of 4 miniature cruise missiles aimed directly for their face. Needs to be restocked from the Warehouse if a suit using it purchases it.

Drawbacks (1000 cp cap):

Repainted Legends(0): Kamen Rider may be an old concept, as Kuuga was far before the advent of modern man...but it appears the reawakened Rider wasn't the first in recent history. The events of any Kamen Rider jumps that take place before 1999 (specifically, Showa Part 1 and 2) are now canon in this timeline, meaning that events that you may have changed will influence what occurs in the near future.

I Forget to Remember to Forget (100)- Oh, bother. Your entrance has really screwed up your memory, it seems like, as your memory seems to be at the whims of the fates. You'll have inconvenient lapses of memory about basically anything...Nothing skill-related, but you definitely can expect to end up wondering why exactly you went into your warehouse, or who/what exactly you were looking for when you drove out 3 hours ago...

This is Serious, Right? (100)- That...got intense suddenly. Life's become a lot more unstable for you, as you'll notice that the tone and intensity of situations around you has entered a sort of...flux. Lighthearted and carefree scenes become grisly and shocking slaughters in moments, and tense sad scenes will be broken by something ridiculous occurring or someone saying an idiotic thing. It's hard to actually find yourself predicting what will happen next...and if it'll be dark or light.

Riverprone (100)- You and rivers seem to be destined to meet. Because as you'll find, any body of water seems destined to act as your cushion. I mean it, if you go near a river, you're gonna fall in, in a really cheesy manner no matter what. At least you won't be hurt, but...You're gonna learn to hate the sound of lapping water and the bright blue sky above by the end of the decade.

Gamerunner (required for Grongi)- Ah, you walked the path of the Grongi? Then this step should not be too difficult for you. You see, the Grongi are holding the Gegeru...a killing game where every participant has a specific rule for their killings in order to succeed and go onto the final

challenge against the godlike chieftan, N-Daguva-Zeba. For you, however, it means much more. You will have a specific, challenging task (often killing lots of people under certain conditions) you'll have to complete in order to move on, but even if the Gurongi are slain these instructions will be relayed to you. After all...you must compete in and win at least 4 Gegeru successfully to leave this world, otherwise you will remain. They'll change to reflect the new details, and unfortunately they'll be high profile massacres as well. Still, if you're in it to win it...

Jabibububa Zabudarudoubila (200)- Okay, now this is getting frustrating. It appears that your ability to actually understand anyone else has been slashed apart. Everyone appears to speak some extreme form of gibberish and use overly alien body language, and to them you're doing much the same. Expect miscommunication to break out on an hourly basis, and some people may violently react to the uncanny valley-tier oddness you put off trying to speak and get your point across.

Why Would Anything Easy Happen? (200)- That's...horribly inconvenient. What is? Everything. The universe conspires for you and your companions to be painted in the worst possible light, or for things to become Shakespearean tragedies of error and misunderstandings within a short amount of time. I hope you're not counting on anything going your way or anyone getting along, because you'll find infighting and confusion about what's really going on are the order of the day.

A Strange Mirage (300)- A new and more powerful enemy has arrived...You see, another Seed of Agito bloomed out of the desire for revenge. You were forced to defeat a dog-like kaijin upon your entrance here, assisted or not...but due to this you have been branded as the enemy of this Seed. Their anger has advanced their power to the point of becoming a form of Agito unseen before. Mirage Agito, with the power, speed and durability to defeat the strongest forms of 3 of this world's Kamen Riders and given a few tips on how to defeat you by a mysterious force...Who could have done this? They will hunt you down and attempt to defeat you with all of their might, so be wary.

Most Dangerous Gegeru (300)- Ah, N-Daguva-Zeba has been warned of your arrival. It appears that they will be waiting for you. Who? Everybody, of course. Specifically, the entirety of the Gurongi tribe, all 200 of them. All of them have anywhere from the "Me" to "Go" levels of perks from the Unidentified Life Form report and N-Daguva-Zeba himself will take part in this Gegeru. You see, in response to how...unique of an opportunity you represent to this tribe as a challenge, this Gegeru has only one scoring opportunity at the beginning. Defeat the interloper, by any means necessary. Unfortunately they'll be willing to share credit as well, as the tribe has agreed that your uniqueness in the world guarantees you 9999 points as a target and easily spread

across the various warriors who assist in the kill. You're the hunted now, traveller. Be wary, for they are a brutal and powerful tribe. But which figure could have warned them...? Who would wish to turn the darkness of this world against you?

Encroaching Darkness (400)- "When the Holy Spring Dries Up..." Do you remember these words, traveller? I hope you do, for now it is your Sun that will eclipse at this point. You see, your power(whatever it may be) now threatens your mind. The more you use it, the greater the temptation to use it foolishly, recklessly and selfishly will rise. Your control over your impulses and motivations will slip as you expend more and more power, and if you continue down that path without struggling to stay in control, you will lose your will and as a consequence lose the ability to make a choice to return home or move on. The wasteland you make here will be your home forever, unless you can resist the urge to overpower others here.

Being Gills is Suffering (400)- So this is what happens when the Seed of Agito is broken. Your life has taken a turn for the worse, as your power has begun to bring you loneliness and suffering. From now on, all those you know will reject you and turn you away, either seeing you as a threat or an enemy...and for good reason, as the power that you've collected is now hurting you and going out of control. Indeed, if you were to try to use any ability beyond a normal human's strength, the force and power of it would twist and warp you...as well as mutate the power to something at once more destructive and more indiscriminate! You could even damage yourself simply by putting more force into a strike than your body could handle or channeling that magical flame wrong and scorching your arm as a result. In any case, you will become a freak, left alone by all in fear of your strength being turned against them (un)intentionally...

Count Zero (600) - A new age has dawned on this earth, but the world has become a much darker place. The Gegeru have been granted knowledge of a lord greater than N-Daguva-Zeba that has been sealed away by the Linto and their future forms, the Lords. By ending the lives of 5 "Linto warrior maidens" (police women) without spilling blood, they have managed to revive the one known as "The Ultimate Darkness", the Wolf Grongi. N-Gami-Zeda. His abilities exceed even the god-like power of N-Daguva-Zeba and as the ultimate darkness, possesses full authority over the Grongi tribe and their myriad abilities. His further powers only cement this threat, as he is able to raise slain humans into full-powered Grongi. He and his army will have already have risen by the time you've started, and both Godai Yuusuke(Kamen Rider Kuuga) and Tetsuya Sawaki(Kamen Rider Agito) will have been slain before they could rise to the occasion. If that wasn't enough...in response to this, the Overlord of Darkness has already begun his movements to destroy the Grongi tribe by creating a number of Lords (including an El of Shadow with the powers of "The Seed of Darkness" perk) and preparing the ritual to cleanse this world(via creating a doppelganger of each human being under a zodiac sign to fight and slaughter both

Grongi and humans in a way they cannot be revived as Grongi). If you wish to move on from this world, you'll need to both destroy N-Gami-Zeda and prevent the completion of the Overlord's genocide(Each zodiac sign will be the victim of the doppelganger curse each month of the year, starting with all those born under the sign of Scorpio in the month after your arrival.) This is the fate of mankind you're trusted with, traveller.
Can you be content to merely stand and watch?
We need you with us now...Get on it!

...But wait, who could have told them of such an entity...Except.
ONORE...! ONORE!

Choices:

Go Home - Your luggage becomes a pillow under your head...perhaps it is time to wander to the world you once knew. You return home as if nothing had happened, keeping all of your powers and items regardless.

Stay Here- This world has become your home, and you will not leave it to any future evil. You become this world's sentinel, and may retire here for the rest of your days.

Move On - You've done your part here...whether that mark was good or bad, you have left it and as such you are allowed to continue your journey. What do you see, jumper, as you walk the many worlds...? Ride the wind, my friend.