



Power Rangers Jungle Fury JumpChain

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We are the vision in your dreams. We do not exist, yet we've been here since the beginning. We are Pai Zhua, the Order of the Claw. We train only the best, both physically and mentally, swearing them to secrecy. All masters of their skills, never knowing their true purpose, until now.

Welcome to the world of Power Rangers! This particular team of Rangers are part of a secret martial arts academy that's dedicated to protecting the world from an ancient evil known as Dai Shi. Dai Shi is a powerful 8-headed dragon who wants animals to overthrow humans and dominate the Earth. Pai Zhua sealed him away in a chest 10,000 years ago, but that is about to change. A rouge student of Pai Zhua, Jarrod, will accidentally release Dai Shi and have his body stolen by the beast, now reduced to a mere spirit.

You'll start this Jump on the day Dai Shi is released by Jarrod, and you'll be in this world for one year.

+1,000 Jungle Points (JP)

Origins

Who are you in this vast, storied world? Any Origin can be taken as a Drop-In, meaning you start this Jump with no extra memories or legal documentation.

Pai Zhua: Also called The Order of the Claw, this martial arts academy trains their students in the art of kung fu and teach them to harness their Animal Spirits. Just don't ask why an ancient Chinese academy is in California.

Dai Shi Clan: An ancient evil was sealed away by the Order 10,000 years ago. In the meantime, Dai Shi's forces hid themselves away and built their strength in secret, waiting for the day their master is freed from his imprisonment.

Civilian: Why are there monsters attacking the city? Why are there giant robots everywhere?! You're no Power Ranger or evil monster; you're just a regular person trying to live life as best as you can.

Perks

**Perks and Items have a 50% discount applied to their respective Origins.
Discounted Perks and Items that cost 100 JP are free.**

General Perks

General Perks are not discounted.

Animal Spirit (Free): Everyone has an animal spirit inside them. Choose one animal to become your spirit. You can even attain a state of higher power by merging with your animal spirit and transforming into an anthropomorphic version of your chosen animal. Although, this skill will take years to master.

Transformation IS a Free Action (Free): There seems to be a significant lull in combat whenever you choose to transform, giving you the perfect opportunity to grow into a stronger form to better defeat your opponent.

Animal Style (Free/100 JP for Civilian): This Perk gives you the knowledge and muscle memory of a few years of kung fu training, related to your animal spirit. This will also allow you to perform some Hollywood kung fu tricks, like performing the occasional act of superhuman strength. For example, jumping up several stories to the top of a building in one leap.

Angst Only Lasts One Episode (100 JP): Don't forget, Power Rangers is a show for children and shows like these need to teach lessons to the kids at home for them to grow up mostly well-adjusted. Naturally, these lessons are taught over the course of one episode. You'll be given the skills to solve most problems over the course of an afternoon, be it teamwork issues or the dreaded love triangle. These problems must be simple ones that can be found in kids' shows.

Spirit Ranger Creation (200 JP, requires Animal Spirit): Masters Phant, Swoop, and Finn have all learned how to project their animal spirits into forms that resemble Power Rangers. You now share that skill, allowing for an extra set of hands to aid you whenever you wish.

Morphin Grid (300 JP): The Morphin Grid is an infinite energy field that permeates the Power Rangers multiverse and gives the Power Rangers their special abilities. This Perk will let you bring the Grid with you to future Jumps. Before you start a new Jump, you can choose whether the Grid was always there before you got there or if it manifested when you entered the Jump.

Pai Zhua Perks

Call to the Beast Inside (100 JP, requires Animal Spirit): It takes years for a Pai Zhua student to call on their animal spirits, if at all. This Perk skips all the blood, sweat and tears needed to learn that. Reach deep inside and you'll find your animal spirit waiting to be unleashed.

Animal Spirits, Unite as One! (200 JP, requires Animal Spirit): A special technique that allows one's animal spirit to grow to enormous sizes and even combine with other spirits to form a Megazord. In future Jumps, your animal spirit will be able to combine with other large robots, be it from Super Sentai, Gundam, etc.

Calling on Animal Spirits! (400 JP): You never stop learning in life. Soon, you'll become a master of what you already know, and it'll become stale and stagnated. This Perk will let you learn up to three different animal styles in addition to your own. This knowledge will let you summon that animal spirit in battle to assist you, as well as a weapon that compliments that fighting style. Examples include Master Phant's Elephant Spirit and Jungle Mace.

Jungle Master Mode (600 JP, requires Solar Morpher or GekiChanger): It seems you've reached the peak of your power. Armed with the Claw Booster, you can use it to transform into Jungle Master Mode. This gives you enough power to fight powerful monsters and limited flight with the small jets on the new costume.

Dai Shi Clan Perks

Rinshi Alt-Form (100 JP): Most monsters in Dai Shi's army start out as humble Rinshi. These are humanoid creatures that resemble Chinese Jiangshi, which are kind of like zombies/vampires. They may be mere foot soldiers, but paired with an Animal Totem, Rinshi have the potential to grow in strength. They absorb fear from humans to become stronger, and they'll use this fear to grow to enormous sizes when powered by an Animal Totem. See Notes for more details.

Your Fear Makes Me Stronger! (200 JP): This Perk can be purchased multiple times, although the Origin discount only applies to the first purchase. The main power of the Rinshi is that they absorb fear from the humans they terrorize. Despite the name, each purchase of this Perk will let you absorb an emotion of your choice to get stronger, not just fear. Absorbing enough of one emotion will let you grow to Megazord size.

Zocato Power (400 JP): A martial art mastered by the Land Overlord, Grizzaka. This power increases the user's strength dramatically by channeling their inner anger. In addition to growing stronger, Zocato has the power to revive recently dead allies and grow them to Megazord size.

Rinzin (600 JP): While Zocato makes one strong, it is inferior to the lifeblood of the Phantom Beasts, Rinzin. This golden power will let you stand equal to all but the most powerful of the Phantom Beasts and elevate your Animal Spirit to a mythological creature. When Dai Shi and Camille were blessed with Rinzin by the Phantom Beast Generals, Jarrod's Lion Spirit was changed to a Griffin, and Camille's was changed from a Chameleon to a Phoenix.

Civilian Perks

You're a Good Teacher (100 JP): Teaching isn't a fixed discipline. One specific way of teaching won't work for all your students. This Perk will expand your mind and allow you to see multiple different avenues to perfectly ingrain your lessons in your students' minds.

#1 Pizza Thrower (200 JP): You love pizza. You live and breathe this stuff. You know how to toss dough, place toppings, and exactly how long to cook them in an oven. As an added bonus, you'll always be able to make deliveries in less than 30 minutes. Not one pie will be free if you can help it!

Double My Salary (400 JP): You're a smooth negotiator, but no one knows if that's sheer skill or just luck. Employers feel more obliged than usual to pay you very well for your work, even if it's more than strictly necessary. This also comes with being able to land a job easily, too. You know how boomers won't shut up about how you should just walk into a place of business and ask for a job, even though no one does that anymore? It's that easy for you now.

Technological Marvels on a Budget (600 JP): How on Earth did RJ manage to make the Claw Cannon and the Strike Rider? All he has is for income is Jungle Karma Pizza and even admits to being in the red in episode 9. Well, it's all a combination of connections and budgeting. You'll join a network of everyone that has decent quality spare parts they're selling for cheap. That way, you'll be able to make all kinds of cool gadgets at an affordable price.

Items

Any Items that are damaged or destroyed will reform to perfect condition after 24 hours.

Pai Zhua Items

Solar Morpher (100 JP): These are the main transformation devices of the Jungle Fury Power Rangers. They look like mere sunglasses, but they can tap into the Morphing Grid and are also armed with long-range communicators.

GekiChanger (100 JP): If you don't want to use sunglasses as your morpher, take these gauntlets instead. Originally from Juken Sentai Gekiranger, the Super Sentai series Jungle Fury was adapted from, The GekiChangers are the black-and-orange gauntlets the Power Rangers are shown wearing.

Jungle Weapon (200 JP): Each Ranger has a weapon tailored to their fighting style. Casey learned nunchucks, Theo learned tonfa, and Lily learned the bo staff. Whether it's a sword or spear, you can choose one weapon that you can summon at any time.

Strike Rider (400 JP): A powerful motorcycle created by RJ, the Rangers' mentor. It can be summoned by channeling your animal spirit. Once manifested, the summoner gains a set of body armor. The bike resembles a tiger and has two blasters on the front, located in the "eyes" of the face. Its wheels are attached to a hinge connected to the bike's main body, which can evoke the imagery of a mouth as it bites its opponents. Its finishing move is the High Speed Attack, where the wheel hinge rotates both wheels behind the main body and rams the opponent.

Control Dagger (600 JP): This ancient blade is used to control the Rhino Nexus. In the Jungle of Spirits resides a massive tree that holds the Rhino Steel Zord. Whoever wields this dagger can easily enter the jungle and access the Rhino Nexus. The dagger will ensure you have total control of the Rhino Zord, able to summon it and use it to either carry other animal Zords or transform into its Warrior Mode. The Rhino Nexus can follow you into future Jumps if you wish.

Dai Shi Clan Items

Rinshi Urn (100 JP): A small urn filled with ash that can fit comfortably in your hand. Just a pinch of this ash can be turned into a Rinshi Warrior if sprinkled on the floor. Once fully emptied, this urn will automatically refill itself the next day.

Animal Totems (200 JP): A collection of small animal statues you can put on the foreheads of Rinshi. Doing so will imbue them with that totem's animal spirit and gives them the ability to turn into a monstrous humanoid version of that animal.

Life Talons (400 JP): First possessed by the Cobra Rinshi, Naja, these talons have the curious power of resurrecting the dead or reviving those on the brink of death. Like Naja, you'll only have six to use every Jump (or every 10 years, whichever comes first).

Crystal Eyes (600 JP): These eight jewels imprisoned the legendary Phantom Beast Generals, though only three were shown: Scorch, Snapper, and Whiger. You can decide what animal spirits the rest of the generals have, though they must all be somewhat the same level of strength and power. In this Jump, you can freely decide when the stars will align properly to use their light to release them. But releasing powerful beasts isn't all they can do; Once the Generals are released, you can focus light from a celestial body to capture anyone within the Eyes, though your enemies can't be released until the stars align in the position you captured them in. If you don't want to wait forever, you can just use that focused light to mind-control your opponent.

Civilian Items

Job Application (100 JP): Sorry for springing the J-word on you so suddenly. But this application is already filled out with all the information an employer could want: A brief list of skills, prior work experience (however fraudulent that may be is up to you), and references. While the Perk “Double My Salary” would usually make this Item irrelevant, some employers are stubborn and require an application to be submitted.

Fly Swatter (200 JP): Flies ruin food. It’s a fact. They fly around and barf on food whenever they land on it. Nobody wants pizza with fly vomit as a topping, which is where this fly swatter comes into play. This majestic weapon will strike down any insect you have in your sights, whether you smack one on a table or throw the swatter across the room. This swatter will also return to your hand if you do need to throw it.

Delivery Scooter (400 JP): This bad boy can fit so much pizza in it. It can also keep pizza warm indefinitely and comes with off-road tires, so you can take it on every terrain. This scooter doesn’t need to be refueled.

Jungle Karma Pizza (600 JP): What’s a good way for a restaurant to make money? Franchising! RJ has personally entrusted you to make sure JKP is the most successful pizza chain in the multiverse. You’ll take a replica of JKP with you to future Jumps, upstairs loft and all, and will provide you with steady income as long as the pizza’s good.

Companions

Flit (Free): This fast-talking fly is more than happy to join you on your journey. It's better than sitting in Camille's stomach for 10,000 years. Once he joins you, he'll be freely able to transform from human form to fly form at will and will commentate on all your fights.

Jarrold and Camille (200/300 JP): Jarrod and Camille have decided that to atone for their sins, they need to do some soul-searching for a while. What better way than a multiversal road trip? For 300 JP, they'll regain their full power as Phantom Beasts.

Spirit Rangers (200 JP): The manifestations of Masters Phant, Swoop, and Finn's animal spirits. Three Power Rangers themed on the Elephant, Bat, and Shark can now be summoned and dismissed by you. They will follow your commands and are loyal to you in battle. When dismissed, they will vanish and wait to be summoned again.

Jungle Karma Employees (300 JP): This purchase will let you take all 5 Power Rangers (Casey, Theo, Lily, RJ, and Dominic) plus Fran with you on your Chain.

Whiger (300 JP): This Phantom Beast General has seen the error of his ways and wishes to do good from now on. He has Rinzin power as well as the White Tiger Spirit.

Drawbacks

Chronicles of the Power Rangers (+0 JP): Ever been to a Power Rangers Jump before? This Drawback will let you make your history in those Jumps “canon” to this one. Helped Rita Repulsa take over Earth? Went into space and destroyed the Machine Empire? If you look in this world’s history books, you’ll be there, too.

It’s the Health Inspector (+100 JP): This Drawback will make events transpire to give you a job at Jungle Karma Pizza, where a super critical health inspector will try to get JKP closed simply because he hates pizza.

Out of Balance (+200 JP): Your Animal Spirit has been knocked out of alignment. You’ll have to rectify this issue before you’re permanently stuck as a feral, berserk fusion of human and animal.

Battle Lines (+200 JP): This Drawback will ensure no double-crossing from you. You must choose a side and stick to it until the Jump is over. Jumpers aligned with the Power Rangers can’t turn evil, those aligned with Dai Shi can’t join the Power Rangers even if they get a change of heart down the line, and Civilians must stay out of the conflict no matter what.

Cub Jumper (+200 JP): All this kung fu and animal spirit sorcery requires a lot of hard work, which unfortunately you’ll have to do in order to get all the related Perks up to snuff. This includes but is not limited to “Animal Style,” all the Pai Zhua Perks except “Jungle Master Mode,” and “#1 Pizza Thrower.”

A Proper Vessel (+600 JP): Dai Shi has sensed your arrival into this world, and your extradimensional origins have enticed him. Dai Shi will now seek you as a proper vessel, and if he succeeds, he’ll set out to make animals rule the whole multiverse instead of just the world.

Ending

Time's up. Either Dai Shi conquered the world, or he was destroyed by the Power Rangers. What do you want to do now?

Go Home: Being a Jumper is cool and all, but you're really homesick. Assuming you survived to this point, you can return to your home dimension at the exact time you left, with all your Perks and Items intact, plus all your Companions come with you.

Stay Here: You really like color-coded teams and giant robots, don't you? Well, I can't fault you with that one. You can put down your roots in this world and stay here.

Next Jump: The life of a Jumper is filled with travel. You can't stay in one place forever, so I guess it's on to the next world.

Notes

Concerning Rinshi Alt-Form: It's not required to be a Rinshi if you pick Dai Shi Clan as your Origin, but I believe it's an easier way to explain your presence in this Jump. If you want, you can be a human aligned with Dai Shi like Camille.

Changelog

Version WIP:

- Initial Creation

Version 1.0:

- Added Civilian Perk “Technological Marvels on a Budget”
- Added Pai Zhua Item “Control Dagger”
- Altered text for Perk “Animal Spirit”
- Added Dai Shi Clan Perk “Your Fear Makes Me Stronger!”
- Expanded Perk “Zocato Power”
- Added Companions “Jungle Karma Employees” and “Whiger”
- Added Civilian Items
- Added Drawbacks
- Added Dai Shi Clan Item “Crystal Eyes”
- Added General Perk “Morphin Grid”