

Generic Tokusatsu Hero Jump



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Tokusatsu is a type of live-action media technique from Japan that uses heavy practical special effects. One of the sub-genres of tokusatsu is 'henshin heroes', transforming superheroes of various sizes and origins who fight monsters and often have ideals of hope and justice. These series have action, adventure, and slice of life all within them, and have been around for decades. Now you too will be able to create your own tokusatsu hero series.

Go! Take **1000 Choice Points** and... henshin!

Age, Gender, Drop-In

Your age and gender is up to you. You may choose to have memories of this world or be Drop-In as you wish.

Origin

Lonesome Wanderer

You go wherever the wind blows. A solo hero, you travel from place to place, never quite settling down. You fight for your ideals, and you're a one hero army if riled up enough.

Team Player

You never go alone. Fighting with your allies makes you stronger, and you all have the same goals. With your bonds in hand, you can do anything.

Armored Agent

You answer to a person, organization, or higher force who shares your cause. You have resources to go with those ideals, but your justice isn't any lesser for it.

Artificial Hero

You were made to be the way you are now. No matter the circumstances of your creation, whether monster or machine, something burns inside you, a hope that cannot be quashed.

Dark Knight

The ends justify the means. As long as you follow your ideals, you'll do anything to save the day. Even if it means getting bloody.

Giant Hero [-200 CP]

You're larger than the rest. Literally. Capable of growing to colossal heights, the universe is your oyster. What can you do now that your scale is so much bigger?

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Henshin! [Free]

It's rude if someone interrupts your cool transformation. When you pose and call out a powerup, as long as you're not using this to trick a foe, they will allow you to finish up and gain your full power, or at the very least, they won't be fast enough to stop you. This also grants basic hand-to-hand fighting skills.

Collect Them All [-100 CP]

You may decide you want to take on multiple forms, instead of just one, you know, for aesthetics reasons. But it's boring to just shift forms suddenly. You can turn various powers you have into 'collectible toys' of any thematic you desire, allowing you to slot them into a transformation device. You will only have access to this power while in that form from now on, but it will also be able to be boosted by any item-enhancing abilities and generally be slightly more effective. After every jump, you can decide whether to keep them as collectibles or return them to normal. You may put multiple powers into a single form, with no upper limit.

Body of Steel [-200 CP]

Fighting monsters is hard work, but you have the body for it. You have the stamina and fortitude to withstand a risky transformation, you can survive recoil from being knocked out of your suit no matter who does it, and you're fit enough to fight and perform athletics and parkour. You can also resist fall damage in a fight to almost

negligible levels. Additionally, you are a master in one mundane combat style of your choice, and can use any 'mundane' weapon with decent skill.

Idealist [-400 CP]

This is a Perk Capstone Booster.

You have something you're fighting for, Jumper. Something you'd do anything for, something you'd die for. With this perk, you are not only incapable of having that ideal permanently changed, erased, stolen from you, or modified in any way, but you can also use it as a survival method. Should a transformation be the kind to kill someone after too many uses, you'll never run out of uses. Should a transformation require willpower to use it, you'll always be able to use it. As an added bonus, if you're knocked out of a transformation, you aren't immediately defeated. As long as you still have willpower, you have the energy to get back into the fray, though this can only work so many times before you just might get too physically fatigued.

Origin Perks

Lonesome Wanderer Perks

Blending in [-100 CP | Free for Lonesome Wanderer]

There are eight billion people on Earth. No matter your appearance, idiosyncrasies, or anything about you, a wanderer can find somewhere to fit in. You take this to a general extreme, able to be accepted for you by any crowd as long as you have common ground, even if you're different. This doesn't affect people outside that crowd, but even a monster could find mutual understanding through a hobby or interest.

Friends Like These [-200 CP | Discounted for Lonesome Wanderer]

When you're just one of many, it can be hard to go it alone, especially against threats greater than you. That's why you no longer need to. You can always find a local willing to offer support, whether it's a bed and coffee after a hard fight, money to get a train to the next battle, or even longer-term allies who'll offer you intel and resources according to what they have access to as long as you help them too. Even in worlds without humans, the most populous underdog race will assist you just the very same. However, they are unlikely to aid you in combat as it's your war to wage.

Control [-400 CP | Discounted for Lonesome Wanderer]

You're still in control. When a transformation is risky or uncontrollable, no more. You are in full control of all of your powers at all times, no matter how high they're ramping up. You could prepare a metaphorical nuclear blast, and then stop it at the last second, just to show that you were capable. Further, you'll never fully lose yourself to vengeance or rage, always able to calm yourself before you go too far.

Level the Playing Field [-600 CP | Discounted for Lonesome Wanderer]

You fight alone. You're not a team player, you don't have any allies on the battlefield, and even if you did, they don't fight for the same exact ideals you do. Meanwhile, your enemies are coming at you every week, are on a bigger scale than you may ever be, and there's no sign of this changing. So what gives you a chance? The fact that you can keep fighting anyways. In a contest, competition, or battle, you will

never be 'too weak' or 'incapable of winning' just because you are alone. You always have a chance, an opportunity, as long as you play smart and you *try* to win. Even a fight against an entire army, should you use everything you have in order to give it your all, has a decent chance of your success.

Capstone - Indomitable

Your ideals are powerful. So powerful, that when it comes to your willpower, you're unmatched. Nothing can break it, bend it, no matter what. Getting defeated by being unable to will through the pain or being forced to stop fighting by mind control, these are things of the past. As long as you choose to fight, you can fight until you're knocked out or killed.

But that's not all. Your willpower is a power source... always. You can replace any power source with your will, so as long as you have the urge and want to use it, you can. Your power burns cleaner, hotter, and brighter, and you'll never have a pesky situation of getting knocked out of transformation because you're out of juice.

Team Player Perks

Leadership Material [-100 CP | Free for Team Player]

You may not be the actual leader of a squad, but you have the capability to be. You are a natural-born leader, someone who can keep the team going even in the darkest moments. Your knowledge of team tactics and ability to be a group player is high, and you always do better when supported by allies. As a bonus, if you get into a team-powered giant robot, you will know how to work with your allies to pilot it immediately, without having to read the manual.

Strength of Bonds [-200 CP | Discounted for Team Player]

Your bonds are power. When supported by allies whether in combat or on the sidelines, you're more competent at whatever it is you're doing, and are far less likely to make critical mistakes. Additionally, you know every person you hold a bond with at any moment, how much you mean to them, and how much they truly mean to you. You can recall any memories about these bonds instantly, and use them in a bad moment to restabilize yourself from distress.

Team Combo [-400 CP | Discounted for Team Player]

When working with your friends, you might need a new tactic. Playing off each other is a time-honored tradition, allowing you to combine your attacks into a powerful combo attack. While you can do that, as a Jumper, you can do something more, capable of learning how to use your powers in tandem for all sorts of situations. No matter the powers, you and your friends can learn how to effectively boost their potential by mixing them together, turning them into fiercely useful temporary abilities that only work when working together with one or more friends.

My Friends Are My Power [-600 CP | Discounted for Team Player]

You didn't get this far on your lonesome. You did it because others believed in you, and you believed in them. When your chips are down and you need a boost, you can call on your friends, whether they are participating in the fight or just cheering you on. They will know you are fighting your toughest battle and find a way to show you

their support. You will also gain a boost in power and survivability equal to how many people support you, capping at one dozen.

Capstone - Eight Billion Dreams for the Future

The amount of allies that can empower you is no longer capped. If the entire human race cheered you on, you would match it. Make them proud.

Armored Agent Perks

Welcome to the Job [-100 CP | Free, Mandatory for Armored Agent]

Congratulations, Jumper. You've been hired by someone who wants you to fight for justice on their behalf. As a signing bonus, you have resources now. Not the monetary kind, but the real kind: support. Your equipment can now be summoned near-instantly from wherever it is, even if it's galaxies away, and will always be in tip-top shape. You always have a place to recuperate your wounds between battles freely, and when a threat is coming, someone will warn you if you aren't on the path to finding out yourself.

Armed and Ready [-200 CP | Discounted for Armored Agent]

An agent needs to be able to work with their tools. You know how to use every piece of equipment that belongs to you with at least basic competence. No longer will you have to read the manual or make mistakes while fighting with them. Additionally, your weapons never run out of ammunition, and you learn how to use equipment much faster than anyone else, able to master a piece of equipment in half the time it'd take a mundane expert.

Overclock [-400 CP | Discounted for Armored Agent]

Sometimes, you need more from your equipment. You can overclock it, allowing it to run faster, better, and harder, gaining better performance ratings. In the heat of a dangerous moment, you can also unlock one new ability for one piece of equipment, granting it a new capability permanently. Once unlocked, this equipment can't gain more, and the new ability will often relate to the threat you faced and the best way to solve it.

Locked and Loaded [-600 CP | Discounted for Armored Agent]

Sometimes, your foe is too strong. You don't have the ability to just shoot them, and even new capabilities aren't working. What do you do, then? You use everything you have. When the chips are down and you are against one of your greatest foes, you can combine the power of all your equipment into one strike, guaranteed to hurt them if it couldn't before, but not guaranteed to defeat them. You can also instead discard your equipment, gaining a power boost for each piece of equipment that is destroyed in this manner, allowing your limiters to fall off and show the true power within you. Fight stronger, harder, and better without anything but your body and ideals.

Capstone - Time To Finish It

When using an equipment-powered finisher, your attack is now far more likely to seal your opponent if you go the non-lethal route, attempting to capture them. If you don't have methods of sealing opponents, this gives you one. If you instead sacrifice your

equipment, you can make it far more likely you destroy them. Either way, both methods are much stronger than normal, resulting in a powerful show of force.

Artificial Hero Perks

Inhuman Nature [-100 CP | Free, Mandatory for Artificial Hero]

Whether monster or machine, you are not entirely human. You have a natural power that sets you apart from the mundane, such as hidden claws, super strength, or elemental control. These are not as strong as a form power, but are still pretty useful.

The Beauty of this World [-200 CP | Discounted for Artificial Hero]

You might be inhuman, but you still fight for this world. When you go on about something you genuinely like about humans or the world while doing something difficult, your likelihood of success boosts, raising competence and power.

Survivor [-400 CP | Discounted for Artificial Hero]

You are hard to put down, even in your civilian form. You take less damage from weak attacks, are resistant to natural hazards and environmental effects, and have a small regenerative factor that can manifest itself as either rapid healing or the ability to repair yourself manually when injured. This also renders you resistant to emotional and psychological attacks, giving you a strong heart and will.

More Than My Nature [-600 CP | Discounted for Artificial Hero]

You're a monster. You're supposed to hurt people, do evil, and act selfishly. But you broke that rule, and are now unshackled from it. As long as you fight for your justice, people will support you. If you try to save someone despite risk to yourself or revealing your true form, they are now less likely to fear you. If you stand for humanity, they will stand for you, supporting you in battle and seeing you as a hero even when it's all over. This also grants a sizable power boost when fighting selflessly for others, allowing you to gain power for risking your life even when you ask nothing else in return.

Capstone - What Does Being Human Mean?

You may not be physically human, but you are considered one where it counts most - your heart and soul. But more than that, you don't have to be human, either. You can be whatever you want to be. When you use something that only works for certain groups or species, if you truly identify with that species, you too can use it. When an attack that may harm or kill you because of what you were born as hits you, if you identify more with something else, you can resist it and instead use your ideals to survive. People will accept you as long as you try to be what you truly feel inside, instead of rejecting you for the monster you were.

Dark Knight Perks

Whatever It Takes [-100 CP | Free for Dark Knight]

The ends justify the means is a harsh stance to take, and hard to follow through on. Not for you. You may still feel bad, but you no longer will stop yourself simply because you feel guilt or fear from taking the actions you feel you must. Unless you're personally swayed by their arguments, no one can browbeat you into giving up your attack.

My Own Brand of Justice [-200 CP | Discounted for Dark Knight]

Your justice is a violent one. This means you need to be better than the rest at it. Your attacks are more accurate, do more damage, and are masterfully skilled. When you fight to eradicate a threat to your ideals, you gain a boost in competence and power.

Blood Knight [-400 CP | Discounted for Dark Knight]

You're gonna get hurt. But you can turn that into power. When injured or knocked out of a transformation, you gain a temporary boost to your fighting power that scales relative to how bad the injury is. If you're on the verge of actually dying, you will be at your strongest. Alternatively, you can gain a non-stacking but similar boost by killing foes consecutively, which caps at a similar power level after dozens of kills.

Black Hearted Evil, Brave Hearted Hero [-600 CP | Discounted for Dark Knight]

Just because you do bad things for justice doesn't make you a bad person. You still have people who love you, or that you love. You still have things you believe in. And sometimes, you want to give it all up to be a true hero, someone who no longer fights in the darkness, just for them. When you genuinely renounce your overly violent methods, even if temporary, for a peaceful or sparing route, it's more effective. And if it fails, you will gain a massive boost in power in the resulting conflict, capable of ending it decisively if you try hard enough.

Capstone - The One Who Fights Monsters

But sometimes you don't want to spare, either. Sometimes, someone needs to die. When you declare a foe your mortal enemy and seek vengeance against them for a genuine crime against the things you care about, you gain the same power boost.

Giant Hero Power Perks

Larger Than Life [Free, Exclusive, Mandatory for Giant Hero]

You're big. Very big. Your transformed form stands about fifty meters tall, and affects a much larger scale than normal. You can smash buildings, create gouges in the earth, and fight giant monsters with ease.

Iconic [-100 CP | Free for Giant Hero]

Being so big, people see your fights where they may not have otherwise. That means it's up to you to decide what you're a symbol for. If you fight for good, people who witness your battles will support you, cheering you on and spreading your name. If you fight for evil, they will fear you, shunning your name and treating you like a bogeyman. As an extra boon, this affects military response, making them either your friend or foe depending on what you do.

Scaled Up [-200 CP | Discounted for Giant Hero]

At your size, it may be hard to do certain things. No longer! No matter how big, inhuman, or powerful you are, you can do anything a normal human would with the same amount of dexterity or better. Play basketball, knit, perform surgery, or even fight a smaller foe. It's all possible.

Strength of Giants [-400 CP | Discounted for Giant Hero]

You have colossal strength, capable of great feats. Shatter mountains, throw ships, or lift something improbable. No matter your actual size, this strength is yours, though it doesn't necessarily empower your blows. You won't break a guy apart in one punch.

Ultra Spark [-600 CP | Discounted for Giant Hero]

You fight for more than just the people of this world. You fight for everyone. Your scale is massive, allowing you feats such as stopping meteors, freezing lakes, and more. Additionally, you gain a sizable power boost when you fight for a cause bigger than yourself, such as the fate of the whole planet, galaxy, or universe.

Capstone - The Universe At My Fingertips

Your scale is impossible now. You can shatter the moon with an asteroid or pull planets, assuming you have enhanced strength of any decent level.

Items

You get a +300CP stipend for this section.

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

Your Own Theme Song [Free]

You're on the ropes. They're ganging up on you. But then, suddenly, you turn the tide of battle in your favor to win the day. How boring would that be without music to back you up? You can choose or create your own theme that will play in a triumphant moment, which also benefits to help clear your mind of negative emotions if you wish and take control of the situation, during and after the battle. Since this is an item, you also get a music player with your song and other tokusatsu music on it.

Transformation Device [Free]

Every warrior in this world needs a way to take their battle form. You may transform under your own power, or, if you'd like, have an item that allows you to transform into any alt-form or power armor you have, integrating them as you wish. By default, this is a simple belt, but it can take any form. Collectibles can be involved, with any theme, especially if you have **Collect Them All** as a perk.

Plastic Merchandise [Free, Optional]

If you so want, you can have a toytline. Figures and accessories of whatever forms you want can be toys you own, and if you really want, they can be sold in stores. Your merchandising cut is very slim, unless you get lawyers involved. Do you really want that, Jumper?

Personal Weapon [100 CP]

You have a personal weapon with an aesthetic similar to your favored form. This can be a sword, a gun, a sword-gun, a gun-sword, or anything else, and can take up to two modes of transformation.

Personal Unit [100/200 CP]

You have a motorcycle or other common vehicle of custom design, tailored to your specifications. You're probably going to forget about this, Jumper, and that's okay. For an extra 100CP, this is instead a giant robot.

Personal Hideout [400 CP]

You have a small base of operations where you can rest and plan between missions and just live your life. At your discretion, this is either a private residence, a secret hideout, or a basic public business of your choice, located in whatever district you'd like in the city you're in. It's completely under your control, and unless it's public and you're involved in the day-to-day, no one will know it's yours.

Sphere of Potential [400 CP]

Do you know what this is, Jumper? This is a sphere of raw potential. It does two things. First, you can polish it to change the 'genre' of your setting to the kind commonly found in henshin hero stories. Every character will function under transforming hero tropes, and their powers will be adjusted accordingly while staying within their theme.

More importantly, if you give this orb to someone, it will fuse with them the power to be a henshin hero. They will gain a form and powerset aligned with their personality, desires, and ideals, granting them the ability to fight even if they couldn't before.

Once used for both of these features once, you must wait until the next Jump to use it again.

Origin Items

Lonesome Wanderer Items**Bus Tickets [100 CP | Free for Lonesome Wanderer]**

You have an unlimited amount of tickets for public transportation. These also work on rideshare. Don't ask.

Travel Bag [200 CP | Discounted for Lonesome Wanderer]

You have a bag, whether a backpack or duffel bag, that you carry everywhere with you. You can fit an unlimited amount of objects within it, as long as they can fit through the entrance of the bag.

Lucky Belonging [400 CP | Discounted for Lonesome Wanderer]

You have a lucky belonging, something that is distinctly yours. A special coin, a handmade handkerchief, or something else. When you hold onto it, your luck boosts greatly, making you much less likely to fumble your attacks or plans and affecting other luck-based abilities.

Traveling Supplies [600 CP | Discounted for Lonesome Wanderer]

You have anything you could ever need, no matter how exotic, as long as it's not supernatural. Food? You have it in your bag, any recipe inside a container. Clothes? In your bag, any fashion you want. Ammunition? Weapons for defense? Anything else that'd fit? It's *in your bag*. Yes, you could probably feed dozens of people with this or supply a small force. You'll still have to pull them all out of a bag. This does not work on unique one-of-a-kind items, such as the Hope Diamond or a macguffin.

Team Player Items

Friendship Bracelets [100CP | Free for Team Player]

You have a collection of friendship bracelets that you can tailor to your theme. When you wear one of these with a friend, you can feel each other's presence, giving you strength of mind and spirit and making you work more effectively together.

Team Photo [200 CP | Discounted for Team Player]

You have a photo of yourself and your allies. When looking at this photo before a big battle, you can boost your strength. This boost doubles for each of your allies in the photo that have been taken out of commission or killed by the enemy you're facing.

Team Weapon [400 CP | Discounted for Team Player]

You have a weapon that can only be used by multiple people working in tandem. Strong on its own, when used in a finisher, this weapon's power quadruples, even if it's not the end of the fight. It does need to be recharged between battles, however.

Megazord [600 CP | Discounted for Team Player]

You've got a combining robot. If you already have a giant robot, it can either be imported into this or added as part of the combiner. When each seat is piloted by someone you trust, the robot's power skyrockets exponentially, capable of channeling their power into attacks.

Armored Agent Items

Identification [100 CP | Free for Armored Agent]

You have an ID card for human society, fitting the society of your choice. This works in any world, and if you'd like, includes government paperwork and documentation that proves you exist. If humans do not exist, you may have this apply to the dominant underdog society.

Loaded [200 CP | Discounted for Armored Agent]

You have resources. *Lots* of resources. You have cash, materials, minerals, or repair supplies worth up to one million dollars, which restocks every ten years.

Mobile Base [400 CP | Discounted for Armored Agent]

You have a mobile base, whether subterranean, seaborne, flying, or spacebound. You can travel from this base to the action quickly, and no one knows where it is unless you or an ally tells them. It comes with basic amenities, a repair bay, a basic med bay, and bunks for sleeping.

The BFW [600 CP | Discounted for Armored Agent]

You've got a good sized weapon there, Jumper. Likely mounted, this weapon can be either melee or ranged, and requires a very strong Jumper to use as a carried weapon, though it's definitely possible. For melee, it can take any shape and be of any material you have access to, while for ranged, it can fire even exotic energy sources, such as beams of light.

Artificial Hero Items

Memento [100 CP | Free for Artificial Hero]

You have a memento to represent the world and culture you've attached yourself to. As long as you hold onto this, you cannot be shaken from protecting your ideals..

Concealing Outfit [200 CP | Discounted for Artificial Hero]

You have an outfit or piece of clothing that completely conceals any part of your body you don't want to show. Whether it's long sleeves and gloves to hide cyber arms, a cloak to help hide your scars, or a hoodie and a mask to hide your face, you can be assured it's durable and stylish. Better yet, no one can recognize you as you while wearing it, if you so wish.

Wild Base [400 CP | Discounted for Artificial Hero]

You have a base in the wild, whether a forest, a cave, or even the sewers. This base isn't necessarily secret, but instead, is fearsome enough that most humans will not go near it. Any group you deem an ally will know it's safe and where it is, while you will be immediately alerted to the presence of others who try to enter without permission.

Database [600 CP | Discounted for Artificial Hero]

You have a database of information representing your understanding of this world. Pick three fields of study. You've got all of it - every record, paper, or bit of knowledge on that study in your world. This automatically updates each world to add to it if necessary.

Dark Knight Items

Mundane Weapon [100 CP | Free for Dark Knight]

You have a mundane weapon, whether a knife, sword, or gun. It is unbreakable, never reloads or runs out of ammo, and is personalized to your preference. It can, at your discretion, transform into your *Personal Weapon*.

Horror Detector [200 CP | Discounted for Dark Knight]

You have a small item such as a bracelet, ring, or lighter. When passed over a monster in disguise, it will reveal their true form to you.

Tamed Beast-Weapon [400 CP | Discounted for Dark Knight]

You have tamed a lesser monster and turned it into equipment. While it has personality and attitude, it is not and cannot be a Companion. This monster can be a weapon, a vehicle, or even extra armor over your main form. At your discretion, it can also talk.

Monster Tracker [600 CP | Discounted for Dark Knight]

This small device can track monsters. Simply put in what kind of monster type you're looking for, including several at once, and it'll tell you where they all are in a nearby radius. It'll show them in a minimap with little pictures of their true form, directional positioning, and relative distance. Updates automatically. Happy hunting.

Giant Hero Items

The Bigger BFW [100 CP | Free for Giant Hero]

Now we're talking. You have a weapon too big for a mundane human to wield, whether melee or ranged. It can be attached to a vehicle or held in your hands when giant for perfect size. It's no fancier than being a ray gun or a cool energy sword, but it's still cool.

Signal Device [200 CP | Discounted for Giant Hero]

This device can broadcast to the entire world when powered. Normally, it doesn't work at all... because it's powered by you losing. When you're on the ropes and going to fail, you can broadcast yourself to the entire world as long as you're fighting for the world. This gives you a regenerative boost if they cheer you on, allowing you to patch yourself up and keep fighting.

Emotion Stone [400 CP | Discounted for Giant Hero]

This gemstone allows you to turn your emotions into power. When your emotions are heightened, you can directly turn them into power, so the more you scream hot blooded-like, the stronger your form is.

Union Rings [600 CP | Discounted for Giant Hero]

You can fuse with another hero. By bringing your souls together while wearing these two rings, you will project into a combined body, allowing you to share and mix your powers freely, and granting you combined stats.

Form Creation

You are given a stipend of 1000 Form Points, used solely in this section to build your superpowered transformation. Choice Points may be converted into Form Points at a value of 1:1, but the reverse is not true.

You may discount one power per price tier, cutting the price in half. For 100FP abilities, this instead makes it free. This does not include Copy.

At your discretion, your form can be broken up into multiple subforms, which you must transform between to use certain powers. In such a case, you can either start with every subform, or unlock them along your journey, for no extra cost.

Physicality [Free]

Your form is superhumanly fast, strong, and tough. Choose an order to rank these in, with the greatest being excellent and the lowest being just above peak human. These stats can be ranked differently in each form. You are good at parkour while transformed and can jump high.

Finisher [Free]

You have any number of finishers, usable via punching, kicking, or weapons. These are used at the end of a fight to blow up a monster, and guarantee a kill if used at the right timing, barring any special survival or revival abilities.

Elemental Attacks [100 FP]

Pick one element. Your attacks can use this element, such as flaming kicks, lightning blasts, or poison stinger punches.

Sealed Environment [100 FP]

Your armor is waterproof, fire resistant, airtight, and can function in space.

Sensory [100 FP]

You have enhanced senses. This can either be a decent spread across all five, or an extreme boost to one.

Extend [100 FP]

You can extend your reach, whether by stretching, psychic telekinesis, or another method. This can be used both offensively and for utility.

Magic Tricks [100 FP]

You can do mystical sleight of hand and other tricks. Make an object or weapon teleport to your hand, swap two objects' positions (including those held by foes), or even hide one object inside another, even if it shouldn't fit.

Familiars [100 FP]

You can create familiars that can persist even while untransformed. These are small and can be used for scouting, crafting assistance, or distraction in and out of combat.

Scanning [100 FP]

You have some form of scanners, cameras, and other sensors that give you telemetry data on things you scan. Learn how durable an object is, how much health a person has, or record a fight down to every moment and play it back later.

Lock-On [100 FP]

You can make your attacks extra accurate, whether they're homing or not, assuring they almost always hit their target. This applies to both melee and ranged.

Cast Off [200 FP]

You can reduce your defenses to increase your offense, or vice versa. This lasts one minute, allowing either a reckless offensive or a turtling defense to be much more effective.

Integrated Weaponry [200 FP]

You can have any number of integrated weapons, such as retractable blades, missile pods, energy weapons, finger guns, flamethrowers, or even more esoteric things for the biological or mystical bent.

Improved Elements [200 FP]

Your elements are better. You get a total of four to five elements, often themed after a traditional elemental set but customizable to your whims, all of which you can use for attacks and control in your environment, causing infernos, tidal waves, and earthquakes with your power.

Abnormal Mobility [200 FP]

You have a form of mobility that is 'weird'. Blink teleportation, changing gravity, or even launching yourself like a human slingshot.

Super Mobility [200 FP]

You are better at parkour and jumping than before, and have one additional mode of transport. Choose between super swimming, digging, or flight.

Stealth Mode [200 FP]

You can turn yourself invisible, allowing sneak attacks and infiltration.

Shapeshift [200 FP]

You can take other people's forms, as well as turn amorphous, doing stuff like turning hands into blades or other weapons. This does not grant you their powers, but lets you impersonate them or briefly take a human form while transformed.

Regeneration [200 FP]

You can rapidly heal your transformed body from wounds and afflictions.

Super Finisher [400 FP]

You have one finisher that's stronger than your others. This finisher has a special ability, such as purifying an evil foe permanently, keeping them dead forever, sealing them away, or turning a former human back to their original state.

Gimmick [400 FP]

You have a single gimmick, such as temporary localized time manipulation, terrain control, or anything that doesn't fall under another power.

Duplication [400 FP]

You can split your transformed body into two, both bodies under your control and capable of the same abilities without any lessened capabilities.

Monstrous Physicality [400 FP]

All of your physical abilities have increased greatly. Your primary ability becomes monstrously incredible while your third ability becomes excellent.

Hacking [400 FP]

You can hack anything technological. Take over cameras, databases, and even those with technology inside of them such as power armor, augmented humans, or artificial robots. They are under your control physically, if not necessarily mentally.

Phasing [400 FP]

You can phase through solid objects, walking through walls and briefly turning intangible enough to make attacks pass right through you.

Barrier [400 FP]

You can create mystical barriers that block or deflect attacks. These require concentration to hold, but negate all damage as long as you can do so.

Summoning [600 FP]

You can summon people or entities to you, as long as you either have their consent or know their exact location. Bring an ally to you, summon the dragon inside your soul into the real world, or force an enemy to get into punching range.

Drain [600 FP]

You can drain power from others. Grow stronger, faster, and tougher by literally taking it from others, weakening them commensurately for the duration of the fight. You must touch them for this to work, unless you have **Extend**, in which case it can be done within your reach.

Adaptation [600 FP]

You adapt. When hit with an attack, you can choose to become near-immune to that attack, taking far less damage. This only lasts for the current fight, but it stacks.

Devour [600 FP]

You feast. You have a method of devouring other people, taking their physical power for yourself, becoming stronger, faster, and tougher commensurate with their strength. If you have **Copy**, you can also devour people to gain one of their abilities.

Boost [600 FP]

You can briefly boost one physical attribute, bringing it to its maximum potential for one minute. After that minute ends, it is brought to its minimum capability for another minute, before leveling back to normal.

Upgrade [600 FP]

You improve. As a fight goes on, your form gets better. The longer it goes, the more your physical attributes will improve, with theoretically no limit to growth. After a fight ends, they'll level back to just above your baseline. If you have **Boost**, these two powers stack.

Copy [1000 FP]

You have the ability to copy other people's power via a special method. Choose between 'defeating them', 'befriending them', or 'stealing their power from a physical item'. You may take one power per target, including a special form based off them. The power you take is your choice.

Series Questionnaire

The following is a series of questions to help you build your own Tokusatsu Hero series. This has no mechanical effects, and is simply for people who want inspiration if they don't already have a world in mind.

- **What is the baseline inspiration for the series?** Is it inspired by the solo heroes of Kamen Rider? The team fighters of Super Sentai? The equipment-focused heroes of Metal Heroes? The artificial humans of Kikaider? The dark knights of GARO? Or the giant heroes of Ultraman? Or perhaps, a combination or something new altogether?
- **What is the narrative thrust of the series?** Violence breeds violence? Hope? Love? Desire? Selfishness vs selflessness? What is the message you intend to spread?
- **What is the marketing gimmick?** Is it a simple hero show without any big aesthetic gimmick, or do the riders have fruit and candy themes, or toy cars, or Japanese heroes?
- **What is the tone?** Light and comedic? Steady and hopeful? Dark and grim?
- **What is the background of the hero?** Are they a child who inherited power, or an agent for an organization, or an escaped experiment? Do they work somewhere interesting, or have a cool place to hang out between missions?
- **What is the hero's power source?** This should relate to both the narrative thrust and the marketing gimmick.
- **Who supports them?** This should relate to their background, whether it's fellow employees at a coffee shop or friends from a motorcycle club.
- **Who are the villains?** Evil cults? Psychopathic monsters? Animalistic kaiju? Or something different?
- **What are their goals?** World domination? Freezing humanity? Saving their race?
- **What is the biggest threat in the series, and what will it take to stop it?** Make sure your hero cannot beat it at the beginning, and needs to gain power and fight through other monsters to do so.

Companions

Local Companion [Free/100 CP]

If you'd like to take a local on your journey with you, this is the option for you. Simply convince them to come with you, and you can make them a companion. For 200 CP, you can instead guarantee they come with you.

Companion Import [50-200 CP]

Most heroes don't go it alone. You may import a single companion into any Origin for 50CP each or eight for 200 CP. They each gain 800 CP to spend.

Supporters [100 CP]

You have sidekicks, henchmen, or supporters. These can be any species that exists in your series (fanwank responsibly), are as fanatically loyal as you wish, and are willing to die for you if you want them to. If they die, you'll get a new group after ten years or at the next Jump, whichever comes first, and if they have individual

identities, it'll even be the same ones. They cannot transform (except into their 'true' form) unless you give them a transformation device.

The Rival [Optionally free for Lonesome Wanderer, 100 CP otherwise]

You have a rival as a Companion. A fellow transforming hero, they have the same marketing gimmick and a similar ideal to you, but it clashes just enough that you're not fast allies. While you can work together occasionally, often you will be competing against each other to stop monsters and save the day. In the end, though, you're likely to become friends, and even if you never stop competing, you will never truly be enemies.

The Squad [Optionally free for Team Player, 100 CP otherwise]

You have a team of two to four fellow heroes who serve the same ideal as you and see you as their leader. They are all one Companion, and have a similar powerset to your transforming form, but slightly weaker. When all of you are together, you might just become unstoppable.

The Assistive Unit [Optionally free for Armored Agent, 100 CP otherwise]

You have an AI ally as a Companion, whether in a base, vehicle, or robot body. Their personality is customizable, and they are truly loyal to you. They can provide tactical information and access all of your equipment to send to you when you need it most.

The Secret Keeper [Optionally free for Artificial Hero, 100 CP otherwise]

You have someone hiding your secret as a Companion. They may or may not transform, but they're supportive of you and will do anything to keep your secret. They will offer you support and comfort when you need it.

The Living Weapon [Optionally free for Dark Knight, 100 CP otherwise]

This Companion can be imported into any weapon you own. They are sapient, intelligent, and have a personality up to your specifications. If you'd like, they can also take a human form, gaining powers based on their weapon capabilities.

The Pet Kaiju [Optionally free for Giant Hero, 100 CP otherwise]

You have a giant monster as a Companion. It's not the smartest, but it's strong, loyal, and loves you very much. Be sure to take care of it!

Scenarios

#1 - Seasonal Anthology

You've been greenlit, Jumper. You are now the main character in your own tokusatsu show, fifty episodes. While we'll let you decide the plot and cast of characters, there's a few rules to make this an interesting scenario.

- You can be any alignment. Yeah, we got permission for a villain protagonist!
- You do not have any perks except what's inside this Jump. People can't keep track of that many toys, you know?
- The villains have similar powers to yours, even if they're not expressed the same way.

- Your powers are gained as the show goes on, especially your stronger forms. Don't get killed in episode 1 when you don't have any abilities by being reckless and chasing down the main villain! It's not smart.
- Some of these episodes are gonna be kinda filler-y. You gotta deal with it. Do a Christmas episode or something.
- Some of your friends may die. There's almost always a sad death, and we can't guarantee they'll come back. Sorry.
- The villain will get very close to winning. And if you can't stop them, and they do win, well, that's chain failure.

Most importantly, have fun, Jumper.

Reward

So, you saved the day! What do you get?

Let's start with your **Complete Series Boxset**. This is a boxset of your specific tokusatsu series, plus access to every other series you can think of. Have fun!

But that wouldn't be enough, would it? You made friends. You laughed, you cried, you had good times.

Your friends from this world can come through a special door in your Warehouse, coming to visit and hang out at any time. Also, between Jumps, you can visit this world and catch up and do some fishing or something.

Now, the cool thing. If you so decide it, every world you enter will have already heard of your hero form (and optionally your civilian form), because your show is a fundamental form of media. We'll call this **the Known Jumper Phenomenon**. They won't know *any* of your out-of-jump powers due to it, and while they may be surprised, they won't deny you're real. This is a great reputation bonus to make new friends and scare new enemies.

#2 - Great Leader

You're an evil dimensional cult leader now. Yep! You're the villain, Jumper.

Your job here is twofold. First off, you must destroy the forces of good. There can be no more transforming heroes opposing you by the end of your ten years, or you fail the scenario.

Additionally, by the end of these ten years, you must have taken over the world. Yeah.

You may use any methods at your disposal, but be warned. The more people are threatened, the more they'll try to create power sources to help a hero come forth and stop you. The more your monsters are convinced by rebels to be good, the more heroes that creates for you to stop. This is a much harder scenario than it sounds, treat it like a difficult one.

Once you've made your perfect world and the Jump is over, the rewards are yours.

Reward

What do you get?

Planet Earth.

Yep. You can now import your own copy of Earth into any jump and plop it down in space. Even one with another Earth. No, it won't cause cosmic issues.

Your copy of Planet Earth is somewhere you can project to at any point, know the status of every permanent resident and what they're currently up to, and have full control of all resources.

Have fun being a planetary overlord!

#3 - Worlds of Jumper

This is a funny one. It might sound slightly familiar, and slightly unfamiliar.

You begin at your hub for this scenario, an interdimensional film studio. There are nine sets, and each set works like a portal to an actual world. These nine worlds each are reflective of either past Jumps you've been on, or ideas, concepts, and qualities that are important to you. They will have tokusatsu tropes, as per the ***Sphere of Potential*** item.

These worlds are facing great evil, and will be destroyed. You must travel into each of the Worlds of Jumper, with their own names, and find two things to save it.

The first is the lynchpin. This is an object that's most important to the world being threatened. Find this object and steal it away, and the world will no longer be threatened.

But you must ALSO stop the dark Nemesis commanding the forces of evil. If you're using prior Jumps, they're themed after a great evil from that Jump. Defeat them in any way you like.

Once you've saved all nine worlds, you will face the Jumper War. The most powerful hero you met in every Jump you've been in will come after you all at once, convinced that your Jumping is a threat to the Multiverse. Even if they died in the original Jump, they'll be back. You don't have to beat them, though it's an option. If there aren't any prior Jumps, it's nine powerful Tokusatsu Heroes, each themed after one of the worlds you visited.

You have to either survive, or convince each of them to stand down, which is more difficult than it sounds, since they've become pretty convinced. Once you do so, you'll complete the scenario and move on to the next world.

Reward

This is a big one, so what do you get? Three things.

You get to **keep the film studio**. It's attached to your warehouse, and while it no longer takes you to other worlds, it can make movies!

You also get the **powers of each evil Nemesis** as a separate form. You can combine these into a single form if you want. Fanwank responsibly.

Finally... you gain the **power of friendship**. You can summon phantoms of each person you fought in the Jumper War to fight alongside you. If they're already your companions, then you technically have two versions of them. They'll have their full personality and powers, but can only fight once per week.

#4 - Rebellion [Exclusive to Lonesome Wanderer]

The villains won, Jumper. I'm sorry.

They've taken over the world, spreading their empire wide and far. The people have been oppressed and brutalized, and there are no more heroes left in man.

Except for you.

You will have to strike five strongholds across your world, destroying them, before taking on the supreme commander in a climactic battle to save humanity. You will have no direct allies, as you are the only one who can fight. There will be no resistance army, but there will be people to supply you food, shelter, and company as you travel from location to location. You have no time limit, but how long can you truly watch these atrocities go on?

Long-range teleportation abilities do not work for the duration of the scenario. The bases are listed below.

- A large skyscraper in the middle of a city, guarded by the villain's forces and very easy to reinforce due to its central location. You must get to three floors in the top, middle, and bottom and plant explosives an ally provides you before you can escape. The main drawback is that the skyscraper also has civilians in it, so you'll probably want to find a way to evacuate them before you blow it up.
- A flying castle in the clouds above a mountain range. Your main difficulty will be finding a way up there, and then finding a way to sabotage the power source keeping it afloat. Also, finding a way safely back down before it crashes. Easy stuff, right?
- A large flotilla on the ocean. You'll want to sabotage three shipmains, hopping from deck to deck, before it's considered destroyed. However, it's pretty far out, so if you don't have a way back, you might be stuck...
- A base deep underground dangling over a magma lake. You'll want to destroy the supports holding it up or find another way to destroy it, hopefully dropping it straight into the deep magma. Be careful not to get launched through a trapdoor yourself!
- The space base. You'll need to find a way to get into space to ascend to this massive space station, find the engine room, and detonate the engines by pressing the metaphorical big red button to overload them. There'll be a time limit once you do, so you need to hope you have a return ticket back to your world.

Once all five are destroyed, you'll find the villainous leader in a scenic quarry at night. It is raining. It is just you and them.

This is a battle to the death.

They are incredibly dangerous with a suite of potent abilities, and a careless moment or overconfidence could lead to death and probable subsequent chain failure. Give them everything you've got, and hope you can live to see the fruit of your labors once they are defeated.

Reward

You've saved the world from the clutches of evil, so what do you get?

You now possess the **Essence of Lonesome Wanderer**, enhancing two abilities and giving you a free item.

You get **Collect Them All** for free if you do not already have it, and a special ability. Your natural boost to the forms is increased massively, allowing all of your powers to shine much brighter when in a form.

You also get **Body of Steel** for free if you do not already have it. You are now far more powerful in one-on-one combats, capable of dueling with the best of them whether or not you are transformed.

Finally, you gain the **Hero's Scarf**. When worn, you may survive one blow that would otherwise kill you, gaining a second wind and a boost in power for the remainder of the fight. It does not matter if you would be incinerated or destroyed entirely, you find a way to avoid it. This only works in a stressful situation such as a fight, and counts as a **1-Up**, recharging every ten years.

#5 - Anniversary Special [Exclusive to Team Player]

Jumper, you've won. The evil has been defeated, sealed away for good. You and your team split up afterwards, going on to your normal lives.

Except, not quite. It has been ten years, and the evil has returned! They're much stronger, and you couldn't possibly defeat them on your lonesome. You need your team. But where in the world could they be, and how will you convince them to return...?

You will have to find four of your allies, whether actual fighters, the research guys, or just your sidekicks. You will then have to convince each to rejoin your team, as you need **all of them** to complete the mission.

Charisma-related perks are limited in potency for the duration of this scenario.

Your allies' statuses are listed below.

- One has become a stay-at-home parent, and is not keen on rejoining you. Their kid has soccer practice! You can either convince them via choice words, find a way to convince them that they still have a role to fulfill larger than their

family, or bond with their family, who may convince your teammate to help anyways.

- One has become a high-ranking politician, running for office. They're too busy on the campaign trail to fight evil, they say. You can either help them win the election in exchange for helping you one last time, convince them that this is what the people need more, or find a way to convince them that fighting evil would be great for the election.
- One is working in the sciences, on a powerful new prototype to stop the evil forces forever. But unfortunately, they're on the cusp of a breakthrough, one last problem to solve, and cannot help you until it's done. Either find a way to convince them that they are more important, or help them solve the breakthrough yourself.
- The last one turn-coated, after years of wandering and adventuring! Or at least, that's how it looks. They've gone undercover in the evil's new army, believing they can feed you information. But what you need is a teammate. Either fight them in a duel, or convince them to return with you via your words.

Once the band is back together, it's time for the final battle. The evil will send waves of giant monsters across the city, and you must use a giant combining mecha to fight them. If you don't have your own, this will be what the scientist's prototype was.

After the waves have been destroyed, the evil leader will pilot their own giant robot! It's time for a duel. Can your team defeat the evil, or will you be slain and the city destroyed?

Reward

You and your team have succeeded in destroying the evil once and for all! What do you get?

You now possess the **Essence of Team Player**, enhancing two abilities and giving you a free item.

You get **Collect Them All** for free if you do not already have it, and a special ability. You may share up to eight forms at once to different people, handing them the physical item to transform with. You do not have the powers that are lent out, but your ally can use them at full power. You can recall these items at will.

You also get **Body of Steel** for free if you do not already have it. You are now far more powerful in team combats, capable of more powerful team attacks and fighting alongside your allies with increased potency.

Finally, you gain a set of **Team Equipment**. These are weapons and vehicles. Each piece of equipment is themed to you or one of your primary teammates, and can only be expertly used by that person, granting them increased power over any other weapon they've been using or got from this Jump.. Each of the vehicles can also combine into an even larger giant robot! If you already have a combining mecha, this grants it a new form, allowing you to change configuration to a stronger form that is more powerful than it would be if you had not already bought one.

#6 - Command and Conquer [Exclusive to Armored Agent]

You're in charge now, Jumper.

The source of various evil monsters have been located, and your organization is pulling out all the stops to demolish them. They've created a squad of mechanical soldiers with you at the helm. You're the 'hero unit', so to speak.

Your robots have rudimentary AI, enough to chatter and act like traditional soldier personalities and tactics, but not true intelligence.

You must find the 'monster dens' and destroy them with your squad. Clear out every last monster hiding there, blow it up, and return alive.

The dens are listed below

- A den in the forest, full of bestial monsters. You must navigate through thick trees and vines and flank your enemies to have a chance of destroying the hollow.
- A deep underground cavern, full of diggers and fire monsters. Be careful not to get your squad melted or cause a cave-in.
- A high mountain range, full of fliers and ice monsters. Try not to get knocked off the mountain by fliers grabbing you.
- An underwater cave, guarded by fish monsters and other aquatic beasts. Submerge, slay the monsters, and clear the den.
- A desert oasis where sand monsters feed and rest. Many sand worms. Be careful of storms and heat!

Once all five are clear, your squad will be on their way back when a massive outbreak is reported - they're in the city. You are the only ones capable of responding. Every type of monster you've fought before will be in this battle, and you must destroy the 'alpha', a powerful foe that will take your full squad and perhaps some mechanical sacrifices to destroy. If you fail, both you and the city are as good as dead.

Reward

You and your squad have stopped the monster menace once and for all. What do you get?

You now possess the **Essence of Armored Agent**, enhancing two abilities and giving you a free Companion.

You get **Collect Them All** for free if you do not already have it, and a special ability. You may now incorporate items into your forms as if they were perks or powers.

You also get **Body of Steel** for free if you do not already have it. You are now far more powerful with weapons of any kind, capable of crack shots and true strikes that do high damage.

Finally, you gain **Jumper Squadron Zero**. This is the squad of robots who fought with you before, all upgraded to true artificial intelligence, capable of reasoning and having personalities. They are a single Companion slot, capable of adapting to new

situations rapidly with their tactical brains. Equip them however you'd like, they are extraordinarily loyal to you.

#7 - Being Human [Exclusive to Artificial Hero]

You're a monster. But what if you could be something more, Jumper?

Whether mechanical or monstrous, you long to be more like a human. But just being accepted isn't being human, it's a lot about memories, too. After an ally tells you about 'bucket lists', they help you make one with a lot of weird but fundamentally human stuff on it. If you're to achieve your desire, you decide to complete all these goals... all while the villains try to hinder you, because they're evil.

Your enemies will pursue you across the world as you complete your bucket list. You will have to fight them between tasks, enemies getting stronger each time, all while bonding with your friends and achieving the little moments in life.

Your bucket list is listed below.

- Climb a tall mountain without powers and take a selfie
- Go scuba-diving with sharks
- Win a big contest
- Meet a celebrity
- See a concert with your friends and take a photo
- Go on a date, whether platonic or romantic
- Go to an amusement park and ride the scariest ride
- Adopt a pet
- One of your choice. It should be difficult to do casually but otherwise fun and light-hearted

Once all ten are done, your final event will be crashed by the leader of the villains tormenting you. Use everything you've learned about being human to defeat them for the sake of the world you love!

Reward

You have become much closer to humanity, understanding yourself better. What do you get?

You now possess the **Essence of Artificial Hero**, enhancing two abilities and giving you a free item.

You get **Collect Them All** for free if you do not already have it, and a special ability. You may now incorporate any 'natural' perks or abilities into your forms wholesale, no matter the form. If you have claws, laser eyes, or a stinger, it's present in all of your forms for free, enhanced by the boost.

You also get **Body of Steel** for free if you do not already have it. You are now far more powerful with natural weapons, capable of using your body to great effect.

Finally, you gain the **Photobook**. This is a set of all the photos you took during this scenario. When you look at one, you feel determination coming upon you. If you look at one and reminisce before a fight or dangerous task, you will have a monumentally better chance of succeeding, though this only works once a week.

#8 - Deathloop [Exclusive to Dark Knight]

It's time, Jumper.

You've likely been a hunter for a while now, Jumper. The monsters fear you. You've seen it all, and little can faze you. Yet, a bounty for evil comes to you, and it's a doozy.

You are to take out (and preferably kill, seeing as you're a Dark Knight) eight of the most fearsome villains that the world has ever seen. That's something you could possibly do in your sleep by now, with only a bit of a sweat.

Now, what if I told you that you only had twenty-four hours to complete it?

That's the catch. You have one day before these eight villains destroy the world via a plan they've had under wraps, and you're late to finding out. Each of them is capable of activating the plan themselves, so you have to take them all out. What their plan is and who they are is up to you. At the very least, they are all in the same general city or similar-sized area. Time manipulation abilities do not work during the course of this scenario unless they've been bought in-Jump.

One thing to make this easier, though, is that if you fail, you can choose to rewind to the beginning of the day, with only your memories retaining. You can do this as many times as you'd like. Remember the butterfly effect, though, and that knowing everything may not necessarily get you eight clean kills.

The targets are highly dangerous, each having their own thematic, as listed below.

- One of them is a strength and endurance bruiser, their muscle capable of shattering concrete.
- One is basically a cult leader, with dark powers and innocents enthralled as minions.
- One is a genius, with a thousand plans and an encyclopedia memory of tactics.
- One is a beautiful charmer, capable of manipulating anybody, possibly including you.
- One of them is a fast stealthy striker, capable of dodging and doing acrobatics.
- One of them is a long-ranged sniper, a crack shot at all ranges.
- One is an honorable knight, someone you may feel bad taking out if they manage to speak to you, aiding this plan for their own reasons.
- Finally, there's the leader, who is incredibly hard to put down unless the others are dead, deriving their power from the life of the other seven. If all seven are dead before they enter the fray, they are much easier to defeat. They will, however, seek you out if they learn their allies are being picked off.

Good luck, Jumper.

Reward

You took down all eight ~~Robot Masters~~ tokusatsu villains, so what do you get?

You now possess the **Essence of Dark Knight**, enhancing two abilities and giving you a free item.

You get **Collect Them All** for free if you do not already have it, and a special ability. By sacrificing any form you've created for the rest of the Jump you're currently in, you can boost another form by the same amount of power. This can be repeated and stacked for every form you 'destroy'. You no longer have any access to those powers until the Jump ends.

You also get **Body of Steel** for free if you do not already have it. You are capable of enhancing the strength of your basic melee attacks, taking out a mundane foe with a single hit and doing devastating damage to superhuman foes.

Finally, you gain the **Sword of Judgement**. Colored by your aesthetic, it is a powerful longsword that can cut through steel and perform air slashes with a focused blow. If used against a foe who you know has committed crimes and can recite them, it gains a boost to performance relative to the severity of their crimes against that foe until the moment they die.

#9 - Space Odyssey [Exclusive to Giant Hero]

Space is awesome, Jumper!

Humanity has succeeded at reaching space, and they need someone to be their emissary as they head into the wider universe and look for a planet to settle. That's you, Jumper. You will head the colony fleet as you enter the Tsumuraya Galaxy and meet various aliens and threats.

During this scenario, long-range travel abilities outside of what the ships possess does not work.

With a dozen massive ships at humanity's beck, you must find somewhere to put them. You will quickly face several events in search of a garden planet, all of which are listed below and can happen in any order.

- You will meet an animalistic alien species, mostly friendly, who will need help from a giant kaiju before they can give you directions further through the galaxy. The kaiju breathes lightning and isn't evil, but is otherwise wild and untamed.
- You will encounter a war between heat aliens and cold aliens, both trying to prove their element is better. You will have to deliberate the war, either choosing a side or bringing peace, before you can continue on.
- You will find a kaiju preserve on a garden planet. Unable to take it over ethically, you decide to take a breather here, befriend the preserve

keepers. When the kaiju suddenly are enraged by a mysterious masked interloper, you'll have to calm them down without killing them.

- You will find a lost child, trying to find their home planet. You'll have to go from place to place looking for their home, all while wondering about the mysterious pendant they carry. Once you get them home, they give you the pendant if you have bonded.
- You will encounter the mysterious interloper again. During a fierce battle, they will pull out a secret weapon, likely injuring you, and at minimum hitting you with it. It leaves a mark on you that burns to the touch. They will manage to escape.

Once all five events have completed, you will find the garden planet, lush, full of life, and unclaimed. As you settle your people, the mysterious interloper reappears, removing their mask.

They're you, from an alternate dimension who was sent here by a wormhole. Desperately trying to get back home after losing everything, they have many of your powers, and the will to use them against you. They are trying to capture, not kill, hoping to drain you of your power to supercharge themselves to go home.

While you fight, the mark will slowly weaken your powers. You must find a way to defeat them or convince them to stop, otherwise you will chain fail if you lose all your powers, as if you chose to Stay. If you stay on task, you will likely succeed, but if you get distracted or not give your all, it is more likely to be a failure.

If you are capable of contacting your allies across the galaxy, they will send their finest agents you have met before to help you in the fight, supporting you at giant scale and making the fight much more likely to won in your favor.

If you still have the pendant from the child and show it to your doppelganger, they'll recognize it - the Pendant of Life, from their home dimension. The child was a survivor. They'll try to take it, whether or not you allow them to, as it's their surefire ticket way home, and will fight to the death over it. Giving it to them is an instant success, and they'll allow you to keep your powers - but you will not know this ahead of time, and neither will your allies.

Once all is said and done, humanity will claim their home.

Reward

You found humanity their forever home, so what do you get?

You now possess the **Essence of Giant Hero**, enhancing two abilities and giving you a free item.

You get **Collect Them All** for free if you do not already have it, and a special ability. You may scale up any equipment and any powers that otherwise would be 'small' to match your size while in a form. This means a fireball becomes a humongous pillar of flame, or a lightning bolt becomes a veritable storm cannon.

You also get **Body of Steel** for free if you do not already have it. You are much stronger against giant foes, capable of wrestling them with the best of them.

Finally, you gain a copy of the **Pendant of Life**. Powered by hope, it can resurrect one person (excluding yourself, as you are bound to its selfless power) every ten years. It requires physical proximity with part of their remains, and regenerates them to whole. It can also be used for instant teleportation, allowing the wielder to always return 'home' in a flash.

Drawbacks

Continuity [+0 CP]

If you have been to a prior tokusatsu jump, you may have this one take place in the same universe after your last visit.

Just Here For The Season [+0 CP]

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Extended Stay [+100 CP]

For each purchase of this your time here is extended 10 years.

Monster of the Week [+100 CP]

Every single week, there'll be a new monster. Without fail. Hope you do something about it, otherwise they'll keep appearing and killing people. The monsters individually aren't super powerful, so if you kill, convince, or stop them all when they show up, it'll be fine.

Idiot of Ideals [+200 CP]

You know those ideals you fight for? So does everyone else, because you basically won't shut up about them. You talk about your ideals every time you get a chance, pursue them at every cost, and annoy others with your constant posturing.

Scattered [+200 CP]

Oh no. Your out-of-context powers are lost! And if you don't have out-of-context powers, this applies to in-setting powers! Luckily, unlike a **Lockdown** drawback, they're still here. They're just... in the form of power-up collectibles. You'll need to find them all, often in the hands of other people, to get them back. Don't worry, even if you don't get them all back before the Jump is over, they'll still be restored either way.

Lockdown [+300 CP]

You have no **Out Of Context** items, powers, or warehouse. You still have your Bodymod, obviously.

Cross of Fire [+300 CP]

Every hero of justice has a villain of darkness, and vice versa. Your powers are connected to someone of the opposite morality to you (or if you're neutral, of the morality you are most likely to hate). They have similar power themes to you, a

strong ideal, and the will to further their goals at all costs while opposing yours. They can be defeated and killed, but it won't be easy. Once it's done, though, you don't have to worry about them coming back. Except maybe in a movie or something.

Mook [+600CP]

What's this? You're not a hero, or a powerful kaijin, or anything with real power at all. You're a bystander, with no abilities at all, thrown in the middle of chaos. Dangerous events will happen around you weekly, and while you can survive if you're smart or befriend the right people, you never know when you'll be a damsel or a sacrifice. Be careful, Jumper.

Wrong Genre [+600 CP]

This isn't Kansas Rider... you've ended up in a world with henshin heroes, but they don't follow the usual tropes. It's much more... grim. Monsters and heroes alike will try and shoot you in the head while you're posing, innocents will die in droves if you don't overextend yourself, and gore might even be shown on screen, among other 'grimdark realist' things! This is like Kamen Rider Amazons or Kamen Rider Black Sun, but even worse!

Decisions

You have three choices:

Stay

Stay and enjoy your current life.

Go Home

Tired of your travels? Head back to your original world, taking everything you've gotten up to this point.

Move On

Leave this world behind for the next one.

Change Log

v1.0:

Initial release!

Clarity edits to ***Collect Them All***

v1.1:

Six new scenarios!

Minor clarifying edits to ***Traveling Supplies*** to better match intent.

Companion prices lowered to 100 CP.

Credits

- Original Template by Negative-Tangerine, heavily modified by me
- Morale support and feedback by r/Jumpchain Discord

- **AzureKnight, Maya, and MundanitE** from **r/Jumpchain** Discord for item/perk/scenario ideas

Clarifications

- ***Collect Them All*** is intended to work on any ability you possess, whether a perk, a power, or a learned trait. Make it cool, that's what the perk is most about!
- All Origin Scenarios can be taken at any point during the Jump. You may decide whether it's a normal event in your story or a special scenario outside the plot. They are strictly optional.