

# Kamen Rider Neo Heisei Part 2

It's the year 2011, and the future is on everyone's mind. There are those in many parts of the world who fear the end, and there are others who have a bright hope for what's to come. This is reflected in the threats that will meet the world here, and the heroes who will counter it. The Zodiarts, kaijin born from antisocial and hateful emotions in the form of Zodiart Switches, will rise from the frustrations of the youth and the machinations of ambitious elders...and the Phantoms-demons with great magical power-will rise from despair and death to claim the world. Stay strong, Jumper, for these threats are not invincible. Through courage and the bonds you make, even space and time will shatter for you! You will begin in the city around Amanogawa High School.

But first...We must learn who you are.

Backgrounds: Age and Gender are freely chosen but if you're going to be interacting with Amanogawa High School it's recommended you stay young-ish, around 17-19 in order to not get singled out.

Transfer Student (0): You're a new face in town, but you're eager to make a name for yourself. Maybe you'll do it by being the freshest one around, or the strongest there is, whatever the case you won't be content with just being a background noise! You can choose to have no memories of this world or anything else before here, or a mundane life in another town if you so wish.

Hopeful Orphan (0): You lost your family at a young age, either raised by your grandparents or by family friends...but you didn't let your loss get you down. More than that, you dedicated yourself to becoming a brighter soul to spare those around you the loss and pain you felt. Your smile will bring hope to others, and hopefully stretching a hand out to keep them company...to forge bonds that will protect others.

Outcast (0): You weren't always the most popular person around, you were interested in things and the unknown in ways that made you stand out like a sore thumb. However, this living on the fringes has opened you to strange...opportunities, ones that might serve you well in these strange times.

Prodigy (0): A bright star in the city around Amanogawa High School, you've proven yourself a model student in some way, shape, or form. Perhaps a genius in schoolwork, perhaps the social butterfly, or the captain of an athletics team. In any case, you've managed to make yourself a big deal and you won't let monster attacks get in the way of that. Maybe you've got something in store to handle this...

Academic (0): Where others see threats and uncertainty, you've found opportunity. You may have been laughed at for your interest in the childish and unscientific arts such as Magic or even investigating the Hole above the city around Amanogawa High School, you will prove how you've made the right choice! You only need to show results, and the respect will follow.

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## PERKS

Staying Fresh! (100, Free Transfer Student): You weren't the smartest or the strongest back home, but you do have one thing: an impeccable sense of the trends and a personal sense of style. As such, you've always got a sense for what's 'in' at the moment, and can always get your foot into the door with these trends, be they dancing squads or strange new games. You're also a bit of a trendsetter yourself, though you're limited to specific 'circuits' along these trends, mostly people who all share a niche interest with you. Still, within these circles, you're the decider in what's cool.

Staying Hungry (100, Free Transfer Student): And they said learning martial arts wouldn't help you defend yourself. You can pick from Kendo, Wrestling, Boxing, Kickboxing or just straight up Karate if you want. In any case, you're extremely good at it, to the point where you can take down 5 people with knives or other blunt instruments down with nothing more than the bare essentials of your art! You're receptive to more training, as well, and can only get better from here.

Put On a Show (200, Discount Transfer Student): Your style and sense of rhythm fills you fully, meaning that with the proper music and some urging you can put out moves with the best of them. Your skills can draw the eye of the city crowds easily and you could even get sponsorships from major corporations to perform for them! You could effortlessly make a living this way, if you so chose...but do you dance for glory or for passion?

Put on a Smile (200, Discount Transfer Student): Sometimes you need to deal with other people, but they're just so...annoying. That, or their ideals are too far from yours, to the point that they'd judge you if they knew your true allegiance. Luckily, you're great when it comes to deception in friendship. You have a strong instinct for what it takes to get people to accept you into their fold, even if you're fundamentally an outsider in every way. As long as you put up at least lip service to stay in their good graces, you'll be able to operate relatively unbothered. Just make sure to keep smiling.

And we Ride Together! (400, Discount Transfer Student): You have a knack for gathering followers and hangers-on, you'll need a common interest... but it can be anything, really, even if it's just a niche TV Show. Not only can you gather these people, but you can give them greater loyalty and motivation towards that common goal! They'll strive a little harder and be the best they can be, with your guidance and help. You can form a loyal squad this way, though they may put you on a pedestal rather than see you as a true friend. Either way, where you lead,

they'll follow. The more followers you get this way, the greater they'll all work as a unified whole, accomplishing things none of you could take on by yourselves.

So I'm Just Ready (400, Discount Transfer Student): Hmph. If one punk can't take you on, why would 10 be any better? Your skill means that even if you were all on an even ground(using the same weapons and possessing the same physical capabilities), you could still take on 100 scrubs at once and still come out on top. The greater the gap between you and the poor chumps you're thrashing, the less of an effect numbers have on you, and as such you have no issue with taking on crowds of unskilled chumps. Quantity can never beat quality..

This is my Stage, Now! (600, Discount Transfer Student): Why, aren't you the little show stealer? I guess you've shone bright enough to get...special attention. There are some entities, organizations, and people who are sworn to be impartial, neutral, probably 'fair.' Doesn't matter to you, though. You're always the 'favorite', in any situation where someone would otherwise have to be a 'neutral' party, it doesn't matter how neutral they are. Things just kind of come up in your favor. This extends way past just petty things like schoolwork and competitions, though, even great and vast alien beings that are more akin to forces of nature than entities still find small but significant ways to assist you. Of course, this only works if the entity in question is meant to be neutral or otherwise above normally granting favors. If they already show open favoritism, you're straight out of luck. Still...must be nice to be favored the way you do.

Shooting Star (600, Discount Transfer Student): Muscle memory can go to hell. Your skill is your skill, if you're lethal with your fists, you should be the same with your knife or a gun, right? Well, if it wasn't the case before, it's the case now! Your combat skill in one field boosts ALL of the different types of combat you can do! You learn how to adjust your skills in one to take advantage of the other. Are you good at shooting guns? Then just use that aim to place your punches where they need to go! Got martial arts skill but you're using an experimental sci-fi power armor? That's fine, an armor's an armor, it's still your body with just some added specs. Hell, you can even fight better in vehicles if you've got enough skill with hand-to-hand, though the boost won't be 100%...Still, the idea stands. Skill is skill, so your skill in one field of combat'll make the others that much better!

You Know the Rules and So Do I (100, Free Orphan): The Handshake. A timeless show of trust and camaraderie, coming from the old tradition of showing that your dominant hand was free of a weapon and in the hand of another. It's always been a mark of friendship, and now you've got your own unique handshake that only TRUE comrades of yours can perform. That's not an exaggeration, the handshake can only be performed by people who are truly looking out for you and in turn, people you are truly looking out for. instinctively know this handshake. However, they have to be doing this out of their own free will. You can't be friends with someone who simply has no choice otherwise.

At Least I've Got My Donuts (100, Free Orphan): Some people have big dreams, big hopes and big expectations. But expectations can bring suffering, as when reality destroys your fantasies, despair sets in. But, hey, not you. You're able to bring to bear a surprising amount of humbleness and find things to be happy about even in the worst of situations. Even if your life was a never ending series of battles, you'd still be able to keep on going just with small pleasures...like a bag of donuts. Your enjoyment of day to day and routine things also increases as part of it.

You've Got That Wrong! (200, Discounted Orphan): Haven't you heard the song? "Smile, and the whole world smiles with you..." Yes, because for many there's sorrow aplenty, while joy has to be borrowed. Thankfully, that inner strength flows from you like a waterfall, and those you interact with will drink of a portion of your own confidence and positivity in the face of trouble. While this alone would be enough, you'll find that almost catatonic or soul-wrenching despair can fall upon people and force them into a dark state. Snapping them out of it by proving their inner worth is also much more effective now, as they'll be able to listen to the words that come out of your mouth intently.

Never Gonna Give You Up (200, Discounted Orphan): People come from all over, and have lots of different experiences...and different personalities. You can't expect them to all be so friendly right off the bat, right? But persistence always pays off! You'll find that as long as you make a concentrated effort to befriend or get in someone's good graces, you'll always find SOME way of getting their respect...if only for the sheer determination you're showing to reach out to them. Even if they're trying to kill you, or hell, possibly HAVE killed you...you can find the chink in their social armor with enough time. From the most despair-ridden beast to the shyest freshman to the king of another nation, you can reach out to them if you try. Your patience and your will may be sapped in the process, but persistence ALWAYS pays off. You'll also find that keeping and seeing these people as friends is much easier, effectively removing the supposed 'cap' on meaningful social bonds/empathetic bonds that many people appear to have.

Never Gonna Let You Down (400, Discounted Orphan): You're not going to let ANYTHING let you become a liar. Promises and oaths you make to true friends, those who've stuck by you the entire time and respond to "You Know the Rules and So Do I"...they're as unbreakable as anything can be in this world. As long as you're working to fulfilling an honest and pure promise made to one of your true friends, your willpower, drive and physical endurance skyrocket. You can push yourself to go to any length, physical or mental, to try and reach this goal. A normal high school student could find himself facing kaijin and fending them off, or even running miles in 10 minutes just to get to where he promised to meet someone. You'll still have limits, but you can break through them for the time needed to complete that promise...If the promise is impossible, however, you'll see that at the very least you can accomplish something that satisfies the person you made a promise with.

Who Needs Substance when you've got Style (400, Discounted Orphan): Okay, you'll admit. Despite your noble spirit, you're not that experienced. After all, being a genuine Kamen Rider

takes a lot of skills...Riding, fighting, sneaking, being able to locate trouble, and being able to inspire people with just the right message. You need to be a veritable jack of all trades to be able to get far, and sometimes you can't quite cut it. But hey, you've gotta fake it till you make it, right? As long as you put effort into presentation and can execute whatever you're doing with confidence and panache, you'll find that you can substitute flashiness and bravado for experience up to a certain point. If you've never handled a gun before, executing cool poses while firing won't make you able to kill armies...but you'll be beating out experienced gangsters or vicious monsters in a firefight if you give it enough flash. The amount of experience you can sub in varies, but you're usually not going to become any more than twice as good as you are at something just by looking cool. Not to mention that if what you're doing requires extreme and focused precision or actual academic knowledge of what you're doing (like surgery, advanced magic rituals, high-level mathematics or fiddling with explosives) that it'd be a bad idea or simply impossible to put some pizzazz in it. Still, it helps.

Just the Beginning (600, Discounted Orphan): As long as you believe, even the starless and moonless sky can become a shining hope. Your will and hope is strong enough to handle devastating and grueling loss, giving you the determination to face down almost any situation with a fresh perspective. You can resist despair and maddening revelations with a aplomb and your spirit is so bright that even your soul seems to be stronger for it, for what it's worth, allowing you to resist effects that try to harm or corrupt it. You could face down your worst inner demons and accept them with open arms in terms of your ability to face hardship...You are the one who could recall the shine to even a wilting flower, able to make the world a bit brighter with your hope.

Never Gonna Say Goodbye (600, Discounted Orphan): Cosmic energy, the energy of space and bonds that permeate this world. With every friendship, that energy becomes stronger and more amplified... although hate and bitterness and selfishness may fuel Cosmic energy as well, that power simply breaks down the longer it is used. The Cosmic energy that you derive from your friends is positively charged, and thus only grows and grows! With this ability, your bonds with your true friends can empower you in a very real way. The more 'true friends' you have and actively 'lend their energy' to you, the more cosmic energy you are able to muster...Without a Driver or Switches, this is merely pure and raw positive energy. When this power is used with a Driver or Switches? They become immensely more powerful, even giving some switches the capability to break their normal limitations and became 10x as strong just for the sake of your friends. You can't back down, and you can't fall now. Your friends are counting on you.

Whoa Here She Comes... (100, Free Outcast): You're a...scary lady! Or dude. You don't have to be physically intimidating or anything similar with this, you just have this...dark aura sometimes that puts people off. It's a good way of signalling people that you're not to be messed with though, and you can even see from your perspective an evil looking smoke around your eyes when you do this for effect! Whether or not you wanna make it visible to all is up to you, but either way people will react...

Imitation is the Best Form (100, Free Outcast): Of annoyance, but you're good at it anyways. You have a good eye for people's personal tics and gestures, as such you're good at being able to pick up their habits when it comes to certain situations. Yuki Jojima, for example, could perfectly pick up on Gentaro's trademarked henshin pose and post-henshin gestures! You too could perfectly imitate those kinds of specific tics, though it only goes as far as minor gestures and gesticulations.

Living on a Prayer (200, Discounted Outcast): ...How the hell did you get up the-So you want this Perk, huh? That's great. You're used to being out and about on your own for hours on end, which gave you a few skills. The first is that you basically have no gag reflex and can enjoy more or less any kind of food without getting sick, though this doesn't make anything that couldn't theoretically eat before edible. It just means you can eat things you'd normally find disgusting without issue. Secondly, you could set up a place to sleep and eat(comfortably or not) almost anywhere, even on top of hotel buildings and in abandoned parks...with nobody seeming to wonder what you're doing there.

Pep in your Step (200, Discounted Outcast): You're raring and ready to go, eh? You feel a lot more energetic and can bring enthusiasm to everything you do, able to give people some level of infectious goofy optimism towards many things, though you'll find it hard to make people giddy and carefree about matters of life and death. Still, making even a long day's work a little more fun's your specialty.

Out of the Box (400, Discounted Outcast ): Let's address this...you can be a little bizarre. But crazy is what geniuses are called before their time to shine! Your thought patterns are simply wired differently from anyone else's, and as such you can come at problems from mental angles nobody else can! Your thoughts are erratic and unpredictable as well, meaning that accomplishing tasks in roundabout but effective ways is part of your nature. Get a little weird with it!

She's into Superstitions... (400, Discounted Outcast): Black Cats and Voodoo dolls are your style. You have a set of minor rituals, which can handle any number of mundane tasks. Finding lost items, getting obtuse but always accurate fortunes, and otherwise being able to handle damn near anything that isn't outright 'magic'. Rule of thumb is, if sufficient amounts of dumb luck and coincidence could make it happen without it being undeniably "magic", you can probably accomplish it. The main drawback is that you'll have to use gross and bizarre materials or strange rituals, but other than that...it's a pretty expansive set.

Hearing their Call (600, Discounted Outcast): You always stood out for a reason...or perhaps you're just lucky? In any case, you will never lack for some path to become greater...though never freely. You may stumble upon teachers of lost arts, entities sealed and desiring for freedom in exchange for power, or lone scientists who need you to test a powerful and unique system. But they will always exact their price, be it in dedication...blood...or even a portion of

your own identity. But it will never be beyond your reach (even those who exceed the strength of this world will find someone offering to expand the way to use their current powers) and the price will always be something you can pay even if it makes you suffer... these opportunities will find you as if ordained by fortune. Will you answer?

The Sorcerer's Apprentice (600, Discounted Outcast): Ah, your studies into the occult must have paid off...and not in the way that it 'paid off' for Tomoko Nozama. You learned the skills behind turning magic stones into wizard rings! These rings can do a variety of effects, from producing fire to donuts or creating magic gateways...By channeling 'mana' or magical energy through the rings, you are able to activate them! While the only source of magic here is being a Gate, that doesn't mean they're limited to only Gate mana. However, there are a few caveats. Firstly, magic stones aren't simple to find. You now have the skills to pick one out but it'll take a lot of searching to get a few good ones just like this. Secondly, you won't be able to know if the stone 'wants' to be that ring. Magic stones have a will of their own and it's liable that you could craft a stone that wants to be a "Bind" ring into a "Fly" ring. This doesn't have any overtly negative effects, per se, but they might not work as effectively as 'happy' stones. Still, with time you'll be able to figure it out. As a bonus, you also know how to make Plammonster Golems animated by the rings. They're small and low intelligence, but extremely loyal to you.

Signature Gesture (100, Free Prodigy, ): Maybe your unique style just pours out from you, but you now notice a small effect as you do a certain gesture...like a bump on your chest, or a small salute with your finger. You can make a unique sound effect key off of this, making it memorable and easy to imitate! You can choose who hears this, but everyone can note who you are just by firing this gesture off. For your troubles, I'll give you about 2-3 signature gestures. Good luck!

King of the Infirmary (100, Free Prodigy): You've got a history of being a little flaky. People are just used to someone like you having bigger priorities or otherwise not being available. Not only that, but people are SO used to it that you can drop out of basically any social activity with the same excuse at any time (even minutes before returning in a different transformation) that nobody will find suspicious...no matter the timing. Might suck to be known as unreliable but it's not without its benefits.

This is Where the Party's At (200, Discount Prodigy): You're the life of the party, topping damn near anyone in terms of attracting guests, organizing together the best bashes, and entertaining everyone there in many different ways. You can bring together a rollicking good time with minimal preparation...and even when not partying, you're still a pretty entertaining person overall. You could be a DJ or a talk show host if you wanted!

Understanding The Art (200, Discount Prodigy): Your secret to getting as far as you did..? You can spot the common threads. You understand principles easily and can discover that there ARE underlying common threads between subjects and problems. Your ability to read between the lines is greatly increased, allowing you to make connections between concepts that wouldn't

easily be seen...such as the common thread of Cosmic Energy between Zodiarts and Cosmic Switches. You may not understand the principles or everything about them, but you'll know that two things are connected without much issue.

Adaptation Specialization (400, Discount Prodigy): Through understanding, you've learnt to adapt...Adapting what you have to work with what you've got. You can now make mundane 21st century technology run on cosmic or ambient energies with ease, starting with your ability to set up Cosmic Switches as power sources or add-ons for minor devices of your design. While another genius crafted his devices to resemble fast food, you're not limited to those kinds of designs. You also can take a step ahead and extend this adaptation to other energies you encounter, though you only know how to apply it to early 21st century tech at the moment...still, that gives you a wide array of things to improve.

Kings and Queens (400, Discount Prodigy): As one of the most glamorous and elite of Amanogawa High, you've learned an important lesson. This school is a chess board. While you might be a king or queen on the board, you've had many lessons in how to manipulate it...You've got a strong instinct for interpersonal dynamics, and can follow the flow and ebb of social groups and situations with ease. Setting the entire school's various cliques into motion is as simple as moving a rook forward to you. Unfortunately, while you may have a lot of followers, you'll find that these groups you manipulate could hardly be called true friends. Still, why would royalty be friends with the pawns?

Cosmic Mind (600, Discount Prodigy): Space in your hand! You've managed to unlock the secrets of the Astroswitches and can bring to bear some stunning capabilities out of them. Firstly, you're able to tweak the capabilities of a Switch to a similar switch. For example, you could take the "Water" switch and turn it into a "Boat" switch, without much issue. You could also amp up the powers and durability of switches, however they may 'break' and become unusable if too much power is consumed in their use, which their greater abilities would increase as well. Lastly, you could change the shape and capabilities of a switch, allowing it to perform a single simple task outside of being utilized in a transformation. For example, you may have a switch(Scissors, for example) act as scissors outside of being utilized in a driver belt. This tweaking isn't limited to cosmic switches, either, as there are many other kinds of transformation devices(the urban legend W was said to use Gaia Memories) and those could be tweaked as well. However, the closer it is to magic than technology, the more difficult such a prospect becomes without causing side effects.

In your Dreams (600, Discount Prodigy): You are the alpha of this school, and as such you're the top tier in both strength and speed. You'd be the star player in damn near any football league, a star runner in track...You're the total package athlete! Your strength and speed are such that you could even fight off supernatural foes, though nothing above the strength of a Dustard or a Ghoul. Still, that's farther than even trained soldiers in this world can handle. Your endurance is also top tier, having the vitality and strength to keep on going for hours of heavy and strenuous effort...like piloting the Powerdizer or struggling through combat! The power you



hold increases the potency of other physical abilities as well, making them as top tier as your strength. Not only are you strong, but you're extremely popular! Your inner potential shines bright and everyone can see it, drawn towards it like flowers to the sun's light. In your dreams, you're the star...It's you.

You Didn't See Anything (100, Free Academic): Your plans and schemes require a very certain environment...One that can't be disrupted by the mere earthbound authorities that surround you. Thankfully, you have...ways of making them look the other way. As long as the casualties are low(non-existent preferably) and you haven't done anything that would overtly threaten the city(or world even) you're in, you'll find it easy to make inquisitive authorities take their business elsewhere.

Make a Wish Upon a Star (100, Free Academic): The dreams of youth are your path to space. It is their wills and desires that give the Switches their power, and it is their desires and wills that you are now privy too. You have a sense for those desiring power or revenge, and can intuit what they would do if given that power. You will not be able to control what they do, but you have an eye for their potential...if only someone would give them a chance. Make a wish...

The Great Mr. E (200, Discounted Academic): It's usually hard to deceive people long enough to keep up a double identity...People aren't THAT stupid, normally, able to connect the dots if some guy with the name who could mean "I am Virgo" could possibly be related to the Virgo-themed Kaijin fighting...or how someone could know how the enemy would react to their own failing without being part of their inner circle. But, you're not only able to keep up a double identity, but even a triple identity without anyone being able to connect the dots at a moment's glance. It'll take some digging up and investigating to even begin to see what would normally be something like an obvious anagram as your pseudonym...I suppose people are that stupid?

Fraternizing with the Foe (200, Discounted Academic): Your plans aren't malicious. You aren't some cruel person who simply wishes to bring suffering forth for it's own cause. Your path is difficult, but you will never simply disrespect someone or let hostility define you if they're a worthy foe. Because of this, you can now engage with someone on a direct basis in a fine and friendly manner, even if they normally would be your enemy or would hate what you are for your associations. This doesn't mean they'll like you, but they'll tolerate you and listen to what you have to say. Unfortunately, trust is a fragile thing. Betray someone while they have their guard down like this and they won't ever allow it to happen again...and you'll find that trying to get the 'drop' on someone while in this state is impossible. Still, sometimes you just need to have a nice chat without letting a blood feud get in the way.

Like the Sun (400, Discounted Academic): You cannot walk the path alone. You'll need followers, but only a certain kind will do...You will find that you'll come across those who are lost, alone or in desire of someone to serve. You will find the broken, or the hurting, and they will welcome you into their lives to give them direction. They'll be pliable, malleable and while they might possess a mind of their own on how to execute your will...they will look upon you with a

maddened respect and adoration. For like the sun, you have given them life and light. For that, their loyalty is beyond anything this earth alone can break.

The Scientist (400, Discounted Academic): They say Science supplanted Magic in this world, but you know better. You know that it simply hides between the lines, where the laws of man can never reach. But you...you can reach it. You have ways of studying and analyzing the energy of emotions, able to measure the difference and weight of emotions as if they were temperature or electricity. You can use these principles in whatever you build, able to create despair detectors or a machine that is able to store ambient hope...You may not be a true Wizard with this knowledge, but you can at least understand the principles of hope and despair.

Towards the Heavens (600, Discounted Academic): Space is within your grasp. You have the harnessed the power of the Zodiarts switches, dark mirrors to the Astroswitches. While Astroswitches channel the positive power of Cosmic Energy, Zodiarts become stronger with turmoil and dark emotions...selfishness...hatred...greed..They all empower the Zodiarts. You yourself are capable of creating basic Zodiarts switches. How they manifest is out of your control, their users(called Switchers) are the ones who's souls determine it. However, you are also able to attune to a specific kind of Zodiarts switch known as a Horoscopes. You'll be able to access this switch earlier than it appears in canon, though you're limited to the choice of either Taurus, Cancer, Aquarius or Pisces. They will be the only switch you can use effectively. Still, all of these switches are vastly superior to those you are able to create, and this should not be seen as a limitation. The only worry is the corruptive and degenerative effect that long term use of dark Cosmic Energy can bring...but You will step forward into space on an unstoppable path and no one will stop you or your ascent towards the Heavens.

White Science (600, Discounted Academic): Any sufficiently studied magic becomes an art as science. Your studies into the occult have allowed you to harness the powers of Hope and Despair. For one, you are able to create a Mage's Belt, a weakened WizardDriver that is capable of channeling a person's inner Mana through Wizard Rings to allow them to transform into a Kamen Rider Mage, as well as create the WizarSwordGun able to channel the power of the Wizard Rings through them for powerful attacks. These would both be fine, but you are able to utilize a few more pieces of forbidden science...including the creation of Artificial Phantoms. These Phantoms aren't as powerful as a 'natural' phantom(only twice as troublesome as a Ghoul) but with sufficient 'stored' despair and the proper rituals on hand you will be able to make them, both a useful source of Mana and an excellent minion. As a gift, you may take a Mage Wizard Ring, a Driver On Wizard Ring, and a Connect wizard ring to use with one of these Drivers although you'll need to provide your own Mana to activate them.

The Phantom Pain (300, Discounted with "Just the Beginning") - Somehow, perhaps as a Gate(or not)...you have managed to tame the beast in your heart and at least begin to unlock the powers of Magic by utilizing your Phantom. You now are able to access the Custom Phantom table and have 300 phantom points to spend on a Phantom of your choosing, either

purchasing one or upgrading it. This can be stacked with any points received from "Missing Piece." but can only be purchased once.

I Reject My Humanity! (1000, Discounted for Academic, Outcast): This is a dangerous route, but I'll respect your fortitude. Very well. You are no longer human, as your weak self has been destroyed and replaced with a new and stronger form. You now have 600 phantom points to spend in the Custom Phantom section, gaining the abilities of the Phantom form you choose and able to modify yourself with the options given in that table. This cannot be stacked with The Phantom Pain but can be stacked with the bonus Phantom Points given by any of the 'boosts' in Missing Piece.

O, Dragon In my Heart (100, discounted with "Just the Beginning") - You have spoken to the Phantom in your heart and have unlocked further power here. Each purchase of this will grant you 100 "Phantom Points" to spend in the Custom Phantom table for any option, and it can be purchased multiple times.

Missing Piece\* (300): You've unlocked your inner potential...Leaping past your limitations and becoming someone new! The power is subtle, but the most noticeable power is the ebb and flow of magic in your body...You've become a Gate, a potential Wizard with a good source of mana in your body. You can't quite call upon it yet, at least not without a tool to use it...but this mana can be used in any fashion for magical rituals and arts. Not only that, but other abilities purchased here can become greater...your destiny is Infinite, jumper, and your will can be the one to create a Miracle where hope is lost. I trust you with it.

This Is My Stage Now - Allows for favoritism from all walks of life, essentially gaining a number of gifts and assistance from all sources and getting special assistance in a lot of different ways. Acts as a very strong charisma perk especially towards those who are sworn to be above favorites, even getting gifts from competing forces.

Shooting Star - Your martial arts skill is now among the masters of history and you're also able to sub in and utilize mana as well as other kamen rider widgets to improve your strikes.

Never Gonna Say Goodbye - You're able to grant minor wishes with Cosmic energy(aka gained from friendship) and access the Cosmic States switch, which when utilized with a Switch-based driver will allow you to mix and match astroswitches as well as create wormholes through the power of friendship. Cosmic Energy is easily used in place of chi and chakra for various things.

Just The Beginning - You've conquered your inner Phantom after facing true despair and now can channel a large amount of mana, empowering Wizard Rings with their use. You also gain a unique WizardDriver and Jumper Wizard ring to transform with and have 1000 points to spend in the Custom Phantom Table to purchase an Enslaved Phantom, which acts as a source of mana and a focus for your Wizard Rings. This increases and amplifies all of your magical potency with the might of your willpower as well.

Hearing Their Call - You've stumbled across a powerful Bound Phantom, a Phantom sealed into an artifact that you now possess. This Phantom is created with the Custom Phantom table using 1000 points and unlike Beast Chimera, is loyal though desires to eat the souls of the wicked (or other magical energies) in order to continue giving Mana to you.

You're also quite adept at making deals with the entities outlined in Hearing Their Call, able to haggle down to a reasonable price with some ease.

Sorcerer's Apprentice - You're able to hear what Magic Stones want to be and can create effective and mana-efficient Wizard Rings with them. You've also learned to infuse your mana into regular gemstones in order to turn them into magic stones, with rare and precious stones becoming stronger Magic Stones! As an addition, you've also learned how to create Ghoul Stones with your mana, stones that create the henchmen for Phantoms...and the World Stones, stones that can act as portals between one another.

Cosmic Mind - You can tweak switches into a number of different States switches, full-body transformations that grant a unique weapon/'module' such as Elek, Fire, and Magnet states. Rocket states is such an example of a switch turned states, and you will be able to convert others into States as well.

In Your Dreams - Strength, speed and endurance are raised to the point of being able to actively fight it out with and knock around Kamen Riders in their base forms (such as Base States fourze or Wizard's Flame Style) with a similar boost towards the power of physically based abilities. Cosmic Energy can be used to give further boosts of physical might and speed.

Towards the Heavens - You are able to call upon the Supernova of your chosen Horoscopes switch, as well as choose two more which you are able to switch to a la Leo Horoscopes. Your zodiarts switches have a higher capability and many of their users will enter Last One.

White Science - You were successful in creating a full fledged artificial Phantom, which you have bound to yourself and thus able to transform into both a Phantom and a Kamen Rider. However, your phantom still hasn't quite reached the pinnacle of power. You gain an alternate form which is built using 500 points in the Custom Phantom table, which you can transform into freely. You also gain a unique WizardDriver and Jumper Wizard ring to transform with, using your Phantom alt-form as a source of Mana.

## **GEAR:**

Because of the Toyetic nature of this world and how much of it is needed to succeed, you now have **400 free CP for the purpose of purchasing items.** Enjoy.

Promotional Movie Crossover Toy (100): It seems that the time for the combination of two adventures into one is here! If you possess a transformation device(such as from Kamen Rider or any other transformations that utilize outside devices) you want to fuse with another here, you can. By paying this 100 CP fee, you may take two Drivers or henshin devices and fuse them seamlessly, playing up their strengths and minimizing the interplay of weaknesses the two would otherwise impose on one another. They may be Drivers you can purchase here, but you need to purchase the Driver before fusing it with another. Alternatively, you may simply adjust a Driver you already possess for either Cosmic Switches(giving you a single switch port a la Meteor) or Magic Rings(Which provides a Hand Autor on the belt.) You WILL need Mana for Magic rings, but otherwise they will be adjusted without any issue. This may be purchased multiple times.

Jeweler's Special (200, Discounted with "Just the Beginning"): You've got a nice deal on Magic Rings...you can choose 5 magic rings you don't already possess that aren't purchasable from the "Custom Phantom Table", you now possess them and can use them with a Wizard Driver or cast them regularly by channeling mana through them.

Switch On!(200, discounted with "Cosmic Mind" or "Never Gonna Say Goodbye"): Some of the Over-Space's surplus came to light, it looks like, and you came out on top. You can now choose 4 Switches from the Jumper Switch section near the end of the jump that you don't already possess, and take them as your own. States switches cost an undiscounted +100 more to purchase.

Juicy! (100, Free Transfer Student): That's...bizarre. You appear to have some kind of connection to fruit, because now you'll find that whenever you reach into your pocket and will it...You'll pull out a small package of juicy fruit snacks, a mixed pack by default. Orange, Banana, Grape and Lemon are only a few of the startling array of fruit snacks you can find in these packs. Not only that, but if you want, you can take out bags of mixed nuts instead. Not the worst gift, but you wonder why fruits and nuts...

Machine Asteroidstar (200, Discounted Transfer Student): This is a machine for the future! This stylish red satellite-themed motorcycle can go at a cool 500 km/h, can be remotely piloted or set up to come to your call when receiving a specific signal, and finally just for you I'll make sure you never have to worry about fueling it again. Oddly enough, it even can fire a few weak bolts of plasma out the front, though you won't find this out until you need it in combat... It even has little to no carbon emissions, since it's a bad idea to ignore the earth just because you're destined for the stars.

Beat Driver (400, Discounted Transfer Student): It appears reverse-engineering the Capricorn switch has brought some unexpected results! This strange radio-like Driver can activate when music is playing, even those produced by phantom music(i.e Soundtrack perks) and has pre-set playlist that will allow you to activate it even without nearby tunes. Once active, the colorful suit will have your extremities glow in time with the music and to your surprise you'll notice that by following these sequences(i.e hitting with the limb when it's glowing) the suit's power and output will increase! The more combos you get, the stronger and more colorful the aura around your limbs becomes and the more damage each strike will do. While this doesn't directly augment your power(i.e just because you have a combo multiplier of x4 does not mean your strikes will become x4 stronger), it still allows for the suit to build up strength with each attack as long as you follow the beat of the music!

Asteroid Belt (600, Discounted Transfer Student): ASTEROID! Ready?

Meteor, despite his strength, may not be enough to fulfill the Anti-Zodiarts Union's goals. Thus, a secondary belt was created...This belt is only compatible with the Switch it comes with, the Asteroid switch...but it does have some versatility in the form of the Asteroid Galaxy SECOND, an arm brace that when the levers are activated allow for a unique attack based on the planets with the same mechanics as a limit break.

The Asteroid Galaxy can initiate the PLUTO Lever(which spawns a projection of pluto around your fist and allows for freezing cold strikes deep into the negatives in terms of temperature), The NEPTUNE lever(which spawns a projection of Neptune that allows you to produce floating energy halos from Neptune's rings that move on your command) and the MERCURY lever(which ups the speed and precision of the Asteroid form's strikes by up to 3 times it's normal capacity!)

As Kamen Rider Asteroid, your fighting skills and physical strength are increased by a noticeable factor...You'll be a worthy opponent for most Kaijin you'll find here! However, that's not all...If you have the taken Missing Piece, you can access a powerful upgrade to the Asteroid Shower switch, this Asteroid Shower form giving an even superior boost in power as well as the suit creating the Asteroid Shower Nunchaku, a pair of powerful rods connected to eachother via a chain and able to channel the Cosmic Energy in the suit, bringing it to bear in physical strikes. It can also deploy the Asteroid Bladisc, a spiked disc not unlike a frisbee that can be attached to one of the Nunchaku and extend the chain between the rods, allowing you to strike and slice from afar. If you also have the power of the perk "Shooting Star", you unlock the most powerful technique this suit can offer: the Bladisc 'Impact End' Limit Break, where the replicates itself from pure Cosmic energy and detaches itself from the Nunchaku, flying alongside it's duplicates to strike at the same enemy with their full strength. Surely such an attack could bring down any foe this world has to offer.

Variety Bag of Donuts (100, Free Orphan): A thick paper bag that appears to have "DONUT SHOP HUNGRY" and a good amount of effort put into the presentation and style of the bag...Which is only indicative of the creator's own efforts, as upon opening the bag you'll see that inside is an absolute rainbow of differently flavored, styled and iced donuts! They're delicious and as long as you don't empty the bag out all at once, you'll be able to reach in and find a new donut whenever you do. Emptying the bag means that it'll take a few hours for the donuts to refill, but otherwise...it's just a good snack.

Inert WizarDriver (200, Discounted Orphan): It appears that this is the leftovers of some mad wizard's attempt to create a mass produced Wizard belt...but, unfortunately, without a sustainable source of magic it's not much more than a hunk of plastic with some pretty rings. The Belt itself seems to come with the Driver On, Connect, Barrier and Chain Magic Rings. If the user has a source of Mana or usable magic, they can activate the Driver On and transform into a Kamen Rider Mage. Though not as magically or physically powerful as the unique Drivers with Enslaved Phantoms as their power source, they provide quite a bit of strength and they allow the use of Magic Rings...As a bonus, they have a built-in weapon in the form of a Scratch Nail, a sharp gauntlet that can carve through enemies like Dustards and Ghouls in a few swipes of the hand.

ENIGMA Driver (400, Discounted Orphan): The Over Space Technology Organization was not merely a few men, no, it had to have been quite a team to justify that large of a space facility. Unfortunately in the devastation that left the Rabbit Hutch as the only standing remnant of the organization, one piece of research was destroyed forever. Gamou was the chief investigator into the negative side of Cosmic Energy, true, but he was not alone. Someone had already used the concept of the Driver brought about by the Fourze system to modulate the power in a usable manner...sadly, that data was lost. But perhaps we could make a deal...Yes, this is the system full and completed. The Enigma driver, it is called, uses the negative energy of Zodiarts switches in a safe manner...and is now yours. At first, the driver's "Kamen Rider Enigma" form(A humanoid with a UFO-like head) will have no powers except physical strength on par with the Fourze Driver and the ability to use the Tractor Beam Kick(which suspends the Rider mid-air and uses a white beam of gravity manipulation from the suit to pull the target onto the Rider's foot at a high velocity)...however, when a Zodiart switch is 'identified' using the Enigma's "Star Chart Visor", the user can fill one of 12 'slots' on a dial set into the belt with that star pattern, and then gain abilities based on the power of the Zodiart scanned. While Horoscopes are too powerful to be simulated by the Enigma driver, a single ability(such as the ability to detect things from the Pyxis zodiart or fire abilities from the Altar zodiarts) can be derived from the "Star Chart" of that Zodiart. Switching between the 12 allows for one ability at a time, but they can be switched out with a simple spin of the Dial.

Reconstructed Driver (600, Discounted Orphan): It appears that there is another Driver in this world, though the Fourze driver was meant to be alone. There are many reasons this could be, but the strange power of this Driver compared to the original seems to hint at the involvement of otherworldly power. But before we can get to that, let's describe the Fourze Driver.

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This driver's silver and has a lever extending off to the right, with four slots in the front, 2 on either side of a viewscreen of a suited figure. These are Module Basements, where Cosmic Switches may be placed to activate the Driver! Once all 4 are put into the Basements, you can switch them all on and activate the lever, transforming into the rocket-themed "Base States." After which, you can 'switch' the various switches in your basements on, in order to activate their systems. Since you're starting out, I'll grant you not only 4 switches (From the Jumper Switch catalogue), but you can take one Jumper States switch as well! If you want me to do that again, pay 100 more CP and you'll get another set(4 switches, and another States)

On the topic of States, you see, are different from regular Switches as they completely transform the base suit of your transformation, boosting your power and giving a unique weapon. Ah, speaking of...Onto the power of the Reconstructed Driver. You may switch and activate a Switch 4 times in a row to kick it into SUPER LIMIT BREAK, which transforms the switch into a States for a short period of time! The switch will of course 'break' and take energy and time to reform, but that's the price of Power.

Wait...what's that? You've unlocked the power of the Missing Piece? If that's the case.

Here you are. The Cosmic States switch. It's pretty potent, on it's own. Being able to channel Cosmic Energy fully, the power boost it gives existing switches can't be ignored, and it has the unique trick of being able to mix and match the power of all the Switches you have on you. For example, if you had the Harpoon and Catapult switches together, you could create a sort of scoop on a wire that'd let you take and fling things from far away, just as an example. This even lets you combine States together, if you wish, however you have to own the Switches in question to use them. That's just the deal...wait.

...Did you also take "Never Gonna Say Goodbye"? Forget that, then. See the Jumper Switch catalogue? You can use anything there for the purposes of doing the Switch Combos or for transforming into Cosmic States, and just as an addition I'll let you have the Cosmic Barizun Sword. Yes, it's a rocket lance-sword. It's already kind of powerful and can channel States through it, but since you paid so much...You can now do the Super Rider Galaxy Finish. That is to say, by using the Cosmic States switch with this blade...by nailing your target with the strike from this sword, you can send the enemy through a wormhole into space. (well, it's usually just between the Earth and Moon's Orbit but since that might not be an option everywhere I'll let you take them into a pocket dimension resembling the earth from Space if it ain't). Anyways, once you send them there, you can strike them with the Galaxy Finish...a powerful strike with a burning amount of Cosmic Energy in the form of a miniature galaxy striking them. You'll be hard pressed to find any foes here capable of taking one and walking away unscathed. Show me your Cosmic Mind, Jumper.

Odd Reagents (100, Free Outcast): What the hell? I can't imagine what you'd need with all this, but...You have a collection of esoteric, weird, possibly-fake, occultist items. Dowsing rods, Ouija



boards, preserved dead things, books of herbology and other vaguely magical but not-directly-so arts. You're not sure how much of this is ACCURATE or even sane, but for any of the rituals outlined by "She's into Superstitions" it's all you need. And who knows, some of this stuff might be real anyways...Unlikely, though.

**PlaMonster Box (200, Discount Outcast):** You've been able to get a handle on some very unique artifacts...these ones even work! They're small animated golems, bright colors and with animalistic and loyal intelligence. These PlaMonsters come in a few varieties and can be commanded to do anything their small(many can be held easily in your open hand) bodies will allow them too. You get one of each of the following:

**Red Garuda:** A bird-like familiar powered by the Garuda Wizard Ring. It is used to perform aerial reconnaissance.

**Blue Unicorn:** A unicorn-like familiar powered by the Unicorn Wizard Ring. This PlaMonster performs ground-based reconnaissance and can use its horn to dig into the ground to provide support by distracting the target.

**Yellow Kraken:** A horned octopus-like familiar powered by the Kraken Wizard Ring. This PlaMonster performs underwater reconnaissance and exploration.

**Ghoul Stone Velvet Bag (400, Discount Outcast):** The strange shop you've gotten all your toys from appeared to have this in a hidden section, but, it looks like you finally got it. This small bag, like one used to hold marbles, has a magical seal on the front. When you look inside, you can see a series of ashy stones...By throwing and shattering one against the ground, a loyal Gargoyle-like beast is created! These are "Ghouls", creatures of despair that serve powerful Phantoms...however this bag gives you ownership of the Ghouls created from the stones inside the bag. The Bag itself can convert valuable gems into Ghoul Stones, at the very least they must be a precious stone to be turned. These ghouls are hardy warriors, resistant to small arms fire and explosions with only magic and supernatural energy guaranteeing easy defeat. You start with 30 Ghoul stones in the bag, which should let you repel many threats in this world!

**The Seal of Faust (600, Discount Outcast):** A relic of a bygone pact, the Phantom inside was sealed away much like a Beast Chimera. However, due to...a few mishaps in the seal, the Phantom requires no mana to sustain itself. However, it does have a desire that you can help it fulfill. You see, this Mephisto Phantom wants nothing more than to bend other Phantoms to its will. While you may use some common magical rings(Connect, Chain, and Barrier) with this belt, it has a few specialties. For one thing, you are able to unlock and enter the Underworlds of Gates without needing to wait for them to enter a despairing state. And its greatest ability is the use of the "Pact" ring, which can seal a weakened Phantom or a Ghoul and enslave it to your will. Ghouls will become your servants while Phantoms are converted into rings themselves, which you are able to summon by passing them over the Hand Autor the same as any other magic ring. Phantoms stronger(or healthier, at least) than yourself will resist a Pact and can

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break out of the magic seal before being completely transformed. While this suit itself cannot fight well, the summons have no limit...so you don't quite need to be that strong, do you?

Aha, you have the power of the Missing Piece?

Excellent. You see, Phantoms are not that common in this world...Relying on them for summons when a Rider is around defeating and destroying them...It's not sustainable. Which is why now, you can force yourself into the Underworld of any person, not just a Gate, to bind their Phantom. They won't become a Gate, but you'll find SOMETHING to try and defeat in there, at least.

Wait, if you've obtained the Missing Piece...Is it true?

Are you also the Sorcerer's Apprentice?

Then this art won't be a stranger to you...

You're not limited to forcing the Pact on Phantoms anymore, no. You can force other supernatural entities into the form of Summonable rings as long as they're weaker than you(same as Phantoms), keeping them all in a safe and inescapable form as a Magic Ring. What a wonderful technique!

Party Favors (100, Discount Prodigy): Not quite everything you need to kick off an excellent get together, but it's getting there! Ribbons, paper plates, pizza, cake, punch, and a good set of stereo speakers with all the best tunes. They'll pop up in whenever you need them at your Warehouse, and finding them is simple enough. No need to go on about 'em, eh?

Gate Switch (200, Discount Prodigy): A pair of small switches, unlike many others here it's not possible to use it as a Module for the Fourze Driver or any other Cosmic Energy device. But, it does have a special ability. When activated, one switch will connect any passageway that's most appropriate nearby to a passageway close to the sister Switch. In effect, it opens a "Cosmic Corridor" in between the two passageways. There's no real limitation on their range, however they are difficult to shut off...The amount of energy it takes to close the Cosmic Corridor will render them inoperable for a while and closing/opening too many cosmic corridors within a short amount of time will blow them out for about the remainder of your stay in a world. (i.e a jump) It's not beyond the power of Cosmic Energy to fold the fabric of Space, so something like this shouldn't be too surprising...

P O W E R D I Z E R (400, Discount Prodigy): So you've been entrusted with one of the few real war machines of the Over Space Technology Organization, hum? I hope you're strong, as this is a powerful machine in need of a powerful user. Standing quite tall, this large caution-yellow exosuit with menacing two claws and has wheels laid flat for feet. Already rather agile for a mechanical humanoid, it can become fast when transformed! It's mainstay alternate mode is a

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6-wheeled Vehicle Mode, resembling a rover in design. It also has a Tower Mode, able to launch Fourze's motorcycle(Machine Massigler), Meteor's motorcycle(Machine Meteorstar), or the Machine Asteroidstar into the heavens as if it were an honest-to-god rocket. If that weren't enough, it also has missile batteries to open fire on those who would abuse the power of Cosmic Energy!

Shard Switch (600, Discount Prodigy): A shard of the Core Switch? I didn't think it was possible. Still, here we are...this clear and crystalline switch is the real deal. It's a physical concentration of pure cosmic energy, unusable by the primitive Fourze and Meteor-like belts simply due to its potency! But, still, you can tell by looking into it that it has many secrets to give. Indeed, if you need a raw power source there's not much better...and for those with an analytical bent, this is meant to be THE basis of all Switch-based technology. Proper research and testing with the energy it gives off will allow you to reverse engineer and develop Switch-based technology much like the Over Space Technology Organization was able to! A simple thing, true, but it opens so many possibilities...

The Shard is reacting...

You've got it. The Missing Piece of this Shard. What power...!

The Shard Switch now has a new feature...By activate the switch, you can produce something called The Hole. If you're on a planet, it will produce an invisible vortex of Cosmic Energy in the sky above...covering the area the size of a large town and showering Cosmic Energy down onto the area. There can only be one Hole on a planet, but within its range...Bonds will be stronger, and Switches will activate and reach their top potential within this area...it also provides a large amount of latent Cosmic Energy to be manipulated if need be.

Perhaps someone with a Cosmic Mind could utilize it's full power...Of course, you'd step up to plate for this one too, wouldn't you?

Those with the Cosmic Mind may manifest and unlock all manner of Cosmic technology, having a direct line to the knowledge intimately contained within the Shard Switch...even the secrets of the very foundational theories of Cosmic Energy and the various space-age tech created with it! Those who possess the Cosmic Mind and the Core Switch are also capable of coalescing Cosmic Energy into a tangible form of energy usable by regular technology with ease...Meaning creating new things or giving things an amazing boost from The Hole's power is a cinch. Truly you are a child of the Stars!

Chestnuts (100, Free Academic): Academia is stressful, isn't it? Why not try and calm down with these? These chestnuts are abnormally durable and comfortable to roll around in your hand, a pair fitting in the normal human hand. They're tough, but crack open once put over a fire and

give you the tastiest roasted chestnuts you'll find around. If you lose them, throw them or eat 'em...finding another pair in your pocket(heh) or inventory is guaranteed.

Proper Facilities (200, Discounted Academic): You can't get things done just by tooling around in a warehouse or out on the streets. You need the right place, and the right space to work and reach for the stars! For most(read: those who aren't Academics), this manifests as a small research lab with some eager interns...It's kind of an esoteric place, as the research is sort of renown as a Blue Sky facility. After all, you're looking into absurd-sounding power sources like Magic and Cosmic Energy. You have a good store of data on its historical relevance and the abstract theories of both, if not any practical usage. Academics, however, have a bit more responsibility in addition to this...but a lot more potential. Academics may find they're now in charge of or otherwise deeply able to affect the policies of a very well-off academy for talented and unique youngsters, with a good standing that is extremely difficult to tarnish. These students all have something to bring to the table, even if it's not immediately obvious. Perhaps you can bring out their inner star...or their last hope.

Familiar Belt (400, Discounted Academic): This is a BIT of a transitional device. After all, your studies will eventually allow you to utilize much stronger and more effective ways of transformation. However, it'll do for now. This belt is 'empty', but can capture and contain a single Phantom with much the same rules as the Faust Driver. However, instead of turning the Phantom into a summon, it simply devours it and uses its body as the 'transformation.' In effect, it allows you to eat Phantoms for a stronger form. However, you may only have one "Familiar" form at a time, so the best bet is to find a form that suits your needs, and stick to it. Don't worry, better times will come soon, as long as you work for them.

The Rituals (600): You've done it. After all this time and research, it's been made clear. The secrets of the universe have revealed a set of amazing powers to you. The first ritual is but a taste of the power, the ritual to create a Doll. Dolls are reanimated replicas of people, dead or alive. They constantly burn up small amounts of mana to sustain themselves, but are otherwise completely believable and in many respects "people." The ritual to feed them mana is also included, and the materials to create a Doll are not difficult to find all things considered. (Insert your own comments about human transmutation.) However, that's not where the interest lies. The REAL interest lies in the Ritual of the Sabbath. You may through a half hour of preparation make a pretty wide area, about a city block, the location of a Sabbath. When a time of simultaneous day and night(Eclipses, Sundowns, Sunsets) happens, the Sabbath will occur and one of two effects of your choice will take place. You may either initiate a "White Sabbath" and have the Sabbath infuse and create Gates, or begin a "Dark Sabbath" have everyone in the

by : Digger

Sabbath face their Phantom. By creating Gates, you've essentially introduced magic potential into a wide amount of people at once...even in worlds where magic doesn't exist. They won't be able to use it at first, but any system or method of magic becomes available to them and perhaps they'll even develop their own if left alone. However, creating Phantoms through the Sabbath is a much more immediately rewarding from a research point of view. They are able to directly tap into the power of Magic in ways Gates alone cannot, and as magically potent beasts with unique powers and capabilities...There's a lot of benefits to having a large number of Phantoms around for those who seek opportunity. Spare parts, a magically delicious snack, test subjects, new abilities to absorb or pure muscle...They can be a lot of things, if you're willing to have others pay the price. Unfortunately, the Dark Sabbath has two drawbacks. The first is that the Phantoms are not loyal to you as a matter of course, and may see you as just something in their way or to be used. Secondly, not everyone in a Dark Sabbath will die and become a Phantom. Though the capability is rare, those with the strength of will to survive and become Hope can tame their Phantom and become a Wizard. While this may be a benefit if you can get their loyalty, they will often also be the type to oppose you for initiating a Dark Sabbath.

There is a "Missing Piece" to these Rituals that could complete their usefulness...

Well, of course you've found it.

When initiating a Sabbath, an additional component or two will allow you to create a Sabbath Seal on the Phantoms or Gates created in the meanwhile. Sealed Gates will already have a stronger idea of how to use their magic immediately, while Sealed Phantoms will become loyal to you(though they can break free if they are stronger than you, and Wizards will always be able to break the Seal.)

The only thing that could make this better is to decypher this final piece. But only someone who reaches "Towards the Heavens" could do so.

Aren't you something?

The Ritual of the Hopeful Star allows you to induce Supernova state in any Zodiart you can see, however it takes an infusion of your own Cosmic Energy to do so...and it is only most noticeable with Horoscopes, unless the Zodiart is a Last One.

## Companions

Friendly Stars(100) With your initial purchase, you can choose two Companions and give them a free background as well as 400 CP to spend on gear and perks. If you'd like, instead you can pay 400 directly to import 8 companions overall with their own budgets. Each companion

imported also has a separate 300 CP budget to spend on items alone . However, if you wish, You can have them forgo any Gear budget and give them the Missing Piece perk instead.

=====Canon Companions=====

It's Showtime! (300): You've attained the help of the Last Hope, Kamen Rider Wizard! He's at the level of ability and strength displayed when Kamen Rider Wizard's first episode is begun. This means he has the elemental Styles as well as a pretty vast array of Magical Rings already, which I'm sure he'd be happy to let you use to fight for Hope.

Uchuuu kitaaa! (300): Gentaro has befriended you. Yes, you were the one befriended. He has the Fourze Driver already, and has just recently gotten the Elek and Fire states as well. All of the switches up till Fire States are in his possession too. He'd be glad to lend them to you!

Itidakimasu! (200): Nitou has decided the danger and opportunity you give off is irresistible, and he'll follow you to find that fortune as well as make sure his belt is properly fed. He has the Beast Driver and all of the various animal Beast rings, and once this jump is over the Chimera Beast is able to feed off of Mana in general instead of phantoms specifically.

I Will Decide Your Fate (200): Ryusei, the figure behind Kamen Rider Meteor, has joined your cause and will put his skill and power behind you. He has the Meteor belt, switch, and the wrist brace that allows him to take the powers of the various planets at the ready when he joins you.

New Hopes (100): You may take any single human non-Kamen Rider character from Kamen Rider Wizard or Fourze as a new companion!

Note: If you take "Legend Riders" drawback, and have a character listed above such as Ryusei or Gentaro, then taking this option instead gives them an infusion of strength. Gentaro, for example, unlocks Magnet States and Ryusei is able to use Meteor Storm early! Non-Riders get nothing but 100 CP to spend on a perk with no discounts.

===== OC Companions =====

Note: You may pay an additional +200 per companion you take in order to grant the companions below the perk "Missing Piece." For example if you wanted Karate Kid and Sweet Pollyanna to both have missing piece, you would have to pay 800 CP as both would be 400(200 initial +200 for Missing Piece.) Some Companions will receive a free item if this is done. Items recieved this way can only be used by the companion.

Karate Kid (200): A Transfer student from out of town, this kid is quick. He grew up watching wuxia and martial arts movies all day and was determined to become the hero. You gave him an opportunity he can't miss, so he's joined your cause...and what a pal to have! He has martial arts expertise that gives him the effects of "Staying Hungry", "So I'm Just ready", and "Shooting Star"...Making him basically unparalleled by anyone else in his age bracket when it comes to a

fight. He can get pretty intense too, and give off a death stare as detailed in “Whoa Here She Comes.” He also has a strange ability to read people and situations with almost unnerving accuracy, giving him eyes sharp enough to work a lot like “Understanding the Art.” I just hope you like action flicks, cause that’s all he’s going to want to watch when you’re not kicking ass for justice. If granted the Missing Piece, he will be able to receive an Asteroid Belt as detailed in the gear section.

Sweet Pollyanna (200): Look for the girl with the broken smile...Well, not quite broken. With everything that’s happened to her, you’d think this young woman would sleep uneasy at night. Losing her family, out in an unfamiliar country, with only her Grandma to take care of her... but you’d be wrong. She’s found joy in others...and seeing that you might have shadows in your own heart, has offered a hand in friendship. Her attitude is bright and undefeatable, with a strength of character that affords her the benefits of “At least I’ve got my Donuts”, “You Know the Rules and so do I”, and “You’ve Got that Wrong.” Even despite how she can become a soft-hearted crybaby over small things, she has a heart of steel and a sharp unconventional mind... She has a mental fortitude and resolve that works much like “Out of the Box” and “Just the Beginning.” Maybe in some difference circumstances...she could even be your Last Hope.

Villain in Glasses (200): You’ve seen this kid before, probably. The guy who saves all his words for the classroom or the forums. He’s too important to bother with anyone, seeing as his parents are big names in the government. He doesn’t wanna give people the time of day normally...But you? You’re different. You’re...new, and strange. He puts a little bit of that guarded trust into you. He’s wanted to escape the world that burnt him and forced his parents into ordeals on a daily basis, and you’ve done that and come so far. You’re someone he can respect and even see with a bit of awe, and that respect can get you a long way. His influence and skill at deception gives him skills with the same effectiveness as “King of the Infirmary”, “You Didn’t See Anything” and “The Great Mr. E.” However his true interest, the one he investigates into online, is the supernatural...meaning he has all the skills that are given by “She’s Into Superstitions” and amazingly enough, “The Sorceror’s Apprentice.” He must have found a legitimate site...If given the Missing Piece, he will also recieve the “Seal of Faust” item.

Nutty Professor (200): A professor from the same college Nitou was attending as a student...Wow, they’re an odd bunch then. Because she’s just as odd as Nitou himself! Her quirks manifest in very unique ways, basically the same ways as “Signature Gesture”, “Imitation is the Sincerest Form” and “Pep in your Step.” This professor specifically is intrigued in the supernatural and if emotions can have an effect on reality...but she’s also intrigued with you. You popped up and became actively involved in the strange goings on the Kamen Riders will be embroiled in, and you’re now her subject! She’s friendly, despite her strange tics, and her years of study are quite an asset. The discoveries into realm of the Supernatural have given her

data and knowledge that with the right application can translate into the perks “The Scientist” and “White Science.”

Behind Blue Eyes (200): Someone who had given up on hope and friendship, this man had even offered to become part of Gamou’s group of Horoscopes in the vague hope that he may provide an answer to understanding the pain and selfishness he’s seen in others...But, he can be swayed away from this path. All it takes is the willingness to make a sacrifice on your part, this one gesture of reaching out, to give him a hope again. You see, he worked as a school counselor for Amanogawa high and as such his empathy and connection to both the students and parents mean his resume consists of the abilities granted by “Make a Wish Upon a Star”, “Staying Fresh”, “Never Gonna Give You Up(200)” and “Never Gonna Let You Down” However, he did have the power of Cosmic Energy awakened inside him, meaning that his position as what could have been a Horoscopes gives him the power of “Towards the Heavens”

## Drawbacks

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Need some more points? I understand, but it doesn’t come free...and I only have +1000 to throw around. Still, it’d be fun to see you deal with more.

Legend Riders (+0): The Kamen Rider Club normally would be dedicated to assisting Gentaro alone, in this world...but with this, they are just that. A Club that venerates the Kamen Riders past. By taking this, all actions and results taken in Kamen Rider jumps chronologically before Neo-heisei Part 2(That is, Jumps that take place before Kamen Rider Wizard in the timeline) are now canon. However, this means that any actions you took in Kamen Rider Neo-heisei Part 1 past the start date of this jump(approximately 5 years in, when Fourze begins in earnest) are rendered ‘non-canon.’ Simply put, nothing past the day you begin this jump happened. Consider it another chance, if you did something you regretted past this time.

Plain Sugar (+100): ...Really, only plain sugar? Oh well. You now have a psychological compulsion to eat a certain food, one that you find either bland or disgusting (like mayonnaise straight out of the bottle) but NEED to eat to keep sane. Expect stress and anxiety if you can’t find any, and it’s an easy way to tempt or bribe you now.



I'm Already a Demon(+100): You've incurred the wrath of a powerful Phantom, and it will begin to hunt you down with all of its might to transform you into one of its own kind. You may select a Phantom from the "Custom Phantom" section you have not already purchased, besides Duende, and that Phantom will be in a fully powered kaijin form...with a coterie of Ghouls at its side. They'll be aware of the best ways to catch you off guard and move in to defeat you, though their power remains the same. You can take this multiple times until you're unable to choose any more phantoms, and they will cooperate and synergize both their abilities and their resources as their number grows.

Delicious Tears (+100): Ah, your despair has a certain tinge of amusement to it now. The creatures of darkness love your suffering and thanks to this are more liable to receive it. You are now a magnet for Phantoms and Zodiarts, a few that seem bound by fate simply to approach you. They'll have one or two tidbits on you, only enough to know a strong way of causing you distress, anger or something to make you burn in pain from the words being spoken. This may only hasten you to destroy them, but they'll always get that barb in somehow. Even if you break their bones, words will hurt you.

Life is Showtime (+200): Could it be? Is it real? It's Showtime! Er, normally that'd be a breeze but...you're kind of just phoning it in now. You find it hard to emote or otherwise put your own spin and flair into your interactions, and as such you might be a pretty dull person most of the time save for the moments of an actual personality showing through. This wouldn't be a problem if it weren't for the fact that your success in this world is tied to some shadowy audience. In any case, now you have to be entertaining or else you'll find all your usual 'instant win buttons' and dependable abilities to fail at critical moments...you'll have to get into a harrowing situation or do something drastic at least once a week to keep this up. At this rate, you might even need to make your own plot if the Kamen Riders resolve things too quickly..or perhaps you could lengthen out how long these battles take?

Weak in the Knees (+200): It appears that your soul has been shaken upon arrival, as now your resolve is like a wet cracker and your spirit can be broken with greater ease. You have a harder time resisting the throes of despair and your self control is loose...Falling into temptation and being pressured into taking hasty action is the order of the day, now. Try and stand strong, Jumper, for this world will test you.

Warlock, NOW!(+400): This...is frustrating. There is a Kamen Rider, a Wizard who swore to become the Last Hope of others with a dazzling array of magical powers and the ability to call on the Dragon Phantom in his heart. While normally he is a sign of goodness, it appears he has a dark doppelganger...Warlock. The alternative route, where he embraced Despair...but still kept the strength of both being a Wizard and a Phantom. The other Kamen Riders in this world won't assist you, but this Rider wishes to defeat you, and with all the powers and capabilities of Wizard as well as a seemingly endless supply of Ghoul Stones...he stands a good chance of doing so. And unlike Wizard, he's more than happy to play dirty to win. Expect Copy, Big, Excite and any other combinations of nasty buffs and spells to be utilized to try and bring you down.

Star Dust Allergy (+400): This...is likely to be a problem. Do you have a family history of being allergic to magic and cosmic energy? Er. No? Okay. Don't worry, you aren't allergic to magic as a

whole, only this world's kind. More generally speaking, you have an allergy to friendship and hope. While normally you'll only be inconvenienced, perhaps sickened or a bit fatigued being around positive emotions...Pray to god you haven't given someone a good reason to lash out at you that isn't them being selfish. For you see, those who fight or stand off against you with good intentions and an honest heart will actually stand a chance of defeating you, no matter how vast the difference between you and they are. Those fighting to defend their friends or because they see you as someone who could threaten innocent lives will be able to break through your defenses and catch you off guard as your strength saps away, and those who are true heroes will stand a good chance of actually defeating you if they put effort into it. The greatest threat of all are...of course, Kamen Riders, one of whom can bring to bear Cosmic Energy. Suffice to say, the powers of Hope and Friendship these two use will have the greatest chance of bringing you down to your knees, and it will be a great effort not to fall before them.

Helpless Little Doll (+400): It appears you didn't come through completely unscathed... Unfortunately, You now need this world's mana to survive, on a constant basis. Your body is not a complete one, only a husk animated by the Mana of this world's Gates. Just being alive burns small portions of this strength over the hours, but using your powers burns this mana store(a separate one from your own) even more so in accordance to how much power you're exerting.. Enough power to destroy a country would certainly expend so much of your pool that it would render you a helpless husk immediately. Thankfully, if you have a friendly Wizard on your side, he can infuse you with Mana as becoming the husk doesn't end your chain. However, you are helpless during this process and you cannot afford to tarry long. The disturbance in energy from your entrance has alerted a certain White Wizard (or perhaps one of their colleagues) is searching for you to use in a dark ritual, that would allow them to gain vast amounts of power. They either somehow can 'spawn' Phantoms from thin air or if more scientific minded... has access to a mass production factory of artificial phantoms. This means that you'll be hounded and if caught without your power, brought in to be sacrificed..a process which inherently will kill you dead. Restoring mana can be accomplished through either devouring Phantoms(or their Wizards if they're enslaved) or being infused by a friendly Wizard.

Hell in a Handbasket (+600): The day is lost. Japan and the world as a whole are now a battleground, as the Kamen Riders have fallen and a number of Sabbaths have taken place over the world. People all over the planet are under assault from Phantoms, but they are not the only threat. Gamou's Zodiarts have fled the earth into space, but still many Zodiart-like entities are battling and bringing down society...even fighting the Phantoms alongside Yummies and Dopants! How could this be? Well...long ago, there were those of the Akuma Clan, who resided in the Underworld of the True Gaia Memory. Yes, the planet has a subconscious. Don't think too hard about this. The ancient Wizards destroyed their number...leaving only the Akumaizer 3. Eel, Gahra and their leader(the mastermind of this scheme) Xatan. Throughout the decades they have schemed and plotted, and with the help of the villains Gamou and Fueki they are ready. They have managed to create the Infinite Monster Plant, which lets them recreate the past enemies of the Neo-heisei Riders as their servants. If that weren't enough, they have enlisted the help of a mysterious entity known as the "Devil Man" who is rumored to wield the power to bring cities to ruin in a single battle. Your mission is clear: Defeat the Akumaizer 3 who are overseeing this apocalypse from their warship the Zaidereck, defeat the Devil Man, and bring peace to earth. Good luck.

by : Digger

So You've reached the end of your time in this world. You've done pretty well for yourself, and as such...well, you know the drill.

Homeward Bound: You've either failed to stay alive or simply felt homesick. In the end, this is the only option dead Jumpers can take and it'll bring you back home with everything you've successfully clawed into your possession with you.

Hero for Life: You're here to stay, Jumper, and gain +1000 CP to spend right now for the rest of your life(However long it may be) remaining here. Rest easy, for this is the peace that all true Kamen Riders strive for.

Here we Go!: I knew you still had some fight in you. Let's get going, alright? You're on the way to the next jump, with whatever it may bring.

## Custom Phantom Table

So you've awakened the beast inside, then. Let me explain Phantoms. They are an inner creature, one from beyond the veil of reality, that allows you to twist said reality to your will. Simply put, they're monsters that give you magical powers like some sort of familiar. Unfortunately, they usually are hostile, and would rather kill their host and take their place than work with them. However, as they are creatures of despair, fighting them back with Hope allows you to subdue and enslave them. Now, this phantom is your...somewhat faithful, somewhat reluctant partner. Which creature will you call out to for help, when you are in the Last Despair? If you need Phantom Points to spend, please see the options "The Phantom Pain", "O Dragon in my Heart", and the capstones that are boosted by "Missing Piece" in order to find the Phantom Point budgets given by these choices.

Duende (0PP): It appears that you have attracted the attention of...one of the less impressive members of the Phantom's family tree. This is the Duende, a goblin-like spirit with a weak presence and even weaker spirit. What a valiant fight this one must have put up in your attempt to turn him into your Enslaved Phantom. He has no associated Element, only able to use pure magic as the method of channeling damage, which is most effective at stunning foes. He is able to produce enough Mana to cast magic rings and transform, but...that's about it. If he is chosen, you may receive the "Duende Bo Staff" as a weapon if the PhantoWeapon option is chosen, a simple staff that is able to channel elemental magic through it as blasts. You may also create the "Heavy Duende Treader", all-terrain enhancements to any vehicle augmented by the "PhantoMachine" option.

Al-Miraj (300PP): This Phantom appears to be a rather large rabbit, with a black horn between atop its head...This frame, despite being the form of a prey animal, is not to be underestimated. The Al-Miraj is known in mythology for being a fierce predator able to kill creatures 10 times its size with sheer bloodymindedness and speed. As such, the Al-Miraj influences direct attacks made with magic (such as with the Finisher spell) and mobility spells, amplifying them by a large amount in efficiency and power. The Al-Miraj's eyes burn with the Fire elemental aspect, and if the PhantoWeapon option is taken, it will transform into the "Miraj Unispear", a polearm that is able to extend itself with mana and launch the spearpoint as a wave of energy. Al-Miraj's PhantoMachine, the "Miraj Leap Springer" gives the enhanced vehicle the ability to leap massive bounds, even able to clear city blocks!

Lechuza (300PP): A giant predatory-looking Black Owl, this beast is almost the size of a thunderbird despite being in all other respects an owl. The Lechuza was said to be the form of witches who had sold themselves to the devil, and a bit of that infernal magic apparently stays, as the Lechuza improves your skill and potency in casting indirect magic, such as the Bind, Shrink and Connect rings used by Wizard. It is also able to create small 'familiars' out of these kinds of rings as a natural ability, the familiars able to independently cast and follow thought commands. The Lechuza's avian lineage is indicative of its elemental aspect, Wind, and when the PhantoWeapon option is taken the Phantom will become the "Witchlock Longshot" able to 'fire' spells scanned on the Hand Autor placed onto the side of the longshot. For example, 'firing' a Bind Spell would produce the chains from where it was pointed, and it may be used as a 'portal gun' with the Connect spell to give some applications. Vehicles augmented by Lechuza's "PhantoMachine", "Owlbomber" leave howling hurricanes in its wake and are able to glide besides.

Makara (300PP): This strange creature seems to find its inspiration from Hindu mythology, being partially a crocodile and partially a fish tail in the hindquarters! The Makara were said to be the vehicles of the sea gods, and this is easily told as the elemental aspect of this Phantom is Water. They were also guardians of entrances and exits, echoed by the Makara Phantom increasing the power of defensive magic by a large portion and allowing you to spawn multiple long-term Connect ring portals simultaneously. The Makara's PhantoWeapon is the Makara "Oarwards Into Dawn", a large club with a flat end that can 'splash' physical matter as if it was liquid, allowing you to 'splash' the ground into a number of projectiles or 'splash' it apart to open areas or destabilize surrounding areas. The Makara's PhantoMachine is the "Makara Vahana", which allows adjusted vehicles to become submersible or already aquatic vehicles to move on land easily!

Cadejo (300PP): This hound is large and wild, looking closer to a wolf than a dog. It's split down the middle being both coal dark and snow white, and has powerful claws and teeth at its disposal. An entity of dichotomy and balance, it is excellent at attack and defense magic (though not as much so as the Al-Miraj and Makara respectively) as well as possessing the reconciliation of fire and water together. Otherwise, the hound has general all-around high levels of mana though only attack and defense as specialties. By taking "PhantoWeapon", the Cadejo may become the "Twin Clawders" which are enhanced claws able to tear through enemies with magical might similarly to the Duende Staff, and the Cadejo's "PhantoMachine" can improve vehicles with the Cadejo "DogFighter" addition, giving a massive speed and handling boost to the vehicle in question.

Zhenniao (300PP): A brightly colored purple and green eagle, this Phantom brims with a killer aura...50 words for death and this one's a good 30, as it brims with a magical and physical toxin in its body. The Zhenniao has a higher all-around capabilities than the Duende but lower than the Cadejo, however its main ability is to inflict a 'toxin' on the spells it empowers, able to melt away enemy defenses and vitality with the aforementioned magical/physical poison. This can be applied to any spell, so even Bind can be used to inflict the mystic poison of the Zhenniao, though non-combat Spells have slower rates of damage, and combined with the elemental attunement of Wind it is capable of spreading gales of death across vast fields. The Zhenniao's "PhantoWeapon" is the "Venom Viper", a bow capable of firing arrows with the Zhenniao's toxin and capable of flying in flocks like birds, meaning they are able to move with complete freedom in the air independent of how you fire them. The Zhenniao's "PhantoMachine" is the Zen Wave, turning the vehicle into a hovercraft that is capable of dropping "Caustic Balloons" onto enemies with the same damage rates as the Venom Viper's arrows.

Nemea (500PP): A vast and powerful lion, plain and simple. This Phantom seems to shake the very Earth as it takes a step, and it is obviously this near invincible power that grants it the elemental attunement of Earth. The Nemea vastly improves defensive magic (even further than Makara), and allows you to 'wear' these spells like a cloak over you even if you couldn't do so before. It also allows for you to use barriers and defenses as an offensive attack, smacking enemies with Barrier and similar spells for a good amount of damage. The Nemea is able to become the "Pride of Nemea" PhantoWeapon, a massive shield that can be swung around with ease as well as used as a heavy cleaver-like blade...and the Nemean PhantoMachine is the "Invincible Panzer Armor" that can turn a vehicle into the durability of a powerful tank no matter the size with no loss in speed.

Karkino (500PP): This Phantom waves a large claw at you, obviously enthusiastic to see you. The Karkino is a Large Friendly Crab, with unrealistic and monstrous proportions. Due to being a crab, giving it the Water elemental attunement, but despite this as it is made of calcified salt and various minerals it has a focus on making things stronger.. The Karkino's main strength is in fortifying existing magic, making it stronger and any physical objects it creates more durable and powerful. For example, using Copy or Big on something will create an extremely durable and tough 'mineral' version of it, and spells such as Bind or the ring provided by "Phantom Limb" will also summon harder and more powerful versions. Otherwise, the Karkino has a strong store of mana and can provide a large amount of it for casting. The Karkino's PhantoWeapon is the "Crab Sickle", a curved blade that can launch out and boomerang back to its owner while cutting through the hardest of metals even before mana is channeled through it. By summoning the Karkino's PhantoMachine, a vehicle can be outfitted with the "Sand Scuttler", quick and nimble legs that allow it to crawl on walls and over rough terrain.

Teumessia (500PP): You have been blessed with the fantastic Fox Phantom, Teumessia. This clever creature was known in mythology for being uncatchable by any mortal creature, only failing when a similarly magical beast was set to catch it...Teumessia is a Phantom that is all about evasion, and as such it is attuned to the ever shifting and untouchable Wind's element. It is able to grant you the ability to use your mana and become one with the Wind, as if you had used the Liquid ring but without needing to cast the spell using the Driver. However, as the wind you are unable to strike or unable to do anything but move freely and evade even attacks that would normally strike at spirits. It also improves the power of evasive and mobile spells such as Fall, Drill, and even provides the "Jump" magic ring to its user, able to teleport small distances. The PhantoWeapons for Teumessia are the "Lealaps Boots", a pair of winged boots that allow the user to perform a number of quick and powerful kicks alongside strong leaping and hovering capabilities, and the PhantoMachine for Teumessia is the "Vulpes Jump Jet" that gives the power of the "Jump" magic ring to the vehicle outfitted with the PhantoMachine.

Balor (600): This towering titan of a Phantom has a single eye, covered by a heavy cloak. The Balor Phantom is known for its destructive power, and the heat and power coming off of the uncovered eye can only allow it the elemental aspect of Fire. Balor does not give any special or unique abilities, only pure and concentrated destructive power, being approximately 4x as potent as Cadejo's own focus and 2x Al-Miraj's abilities. However, this power bleeds out from the user, causing a hot aura around the one using his magic as more and more power is produced. While this doesn't hurt the user, it may in fact blight and destroy the land around him. Balor's strong reserves of mana however ensure he can bring down nearly any enemy he faces in this world. Balor's PhantoWeapon is the "Malojo Cannon", a shoulder-mounted rifle that fires single-shot beams of heat that can melt through buildings. The PhantoMachine of the Balor is the "Formorian Jacket", a set of legs and a single heavy beam cannon that give up speed for durability and the power of a mounted weapon almost twice as strong as the Malojo cannon.

Strong Spirit (100PP): Your Phantom has been empowered by your sacrifice, and now fills you with an even greater and more robust amount of Mana to use and cast spells. You are allowed to purchase this multiple times for larger mana stores.

**Violent Spirit (100PP):** Your Phantom has been fired up and given more violent thoughts which to fill its mind. By absorbing these violent thoughts, your Phantom is quicker to spill blood and in turn any offensive magic you cast is that much stronger if the Mana is drawn from this Phantom. This may be purchased multiple times to increase the power of the Phantom's effect on offensive magic.

**Supportive Spirit (100PP):** Your Phantom has been exposed to the powers of Hope, and is much more helpful for the change. By taking this, healing and defensive magic your Phantom empowers are much stronger and more potent. This can be taken multiple times to further increase this effect's weight on the Phantom's magic.

**Trickster Spirit(100PP):** Your Phantom is clever, and has taken this cleverness as an addition into the magic it already wields to become a tricky entity to defeat. "Buffing" and "Debuffing" magic such as the Shrink, Excite, or Stench spells are cheaper to cast OR are much more potent, with each purchase allowing another addition onto the empowering abilities of your Phantom.

**Mystic Liquid (200PP, Discount Enslaved Phantom):** The Mystic Liquid has filled your Phantom and given it dominion over Water, giving spells it empowers the elemental attunements of Water if you so choose and allowing it to manipulate water with the spells it casts. (Such as allowing you to create Water Chains with Bind.) This also gives you the Water Style ring for your Wizard form, or Water (Phantom) Style if the phantom is already attuned to that element.

**Blessed Wind (200PP, Discount Enslaved Phantom):** The Blessed Wind has fallen upon your Phantom, and granted it the power to imbue the element and power of Wind into your spells, such as allowing the Barrier to create powerful wind walls or explosion rings to create bursts of gale-force power! This also gives you the Hurricane Style ring for your Wizard form, or Hurricane (Phantom) Style if the phantom is already attuned to that element.

**Strength of the Earth (200PP, Discount Enslaved Phantom):** The Strength of the Earth is dominant in your Phantom now, allowing it to shift the dirt and imbue the elemental attribute of Earth into your magic, such as creating walls of solid rock with the Barrier spell or producing giant fists of Stone with the Big spell. This also gives you the Land Style ring for your Wizard form, or Land (Phantom) Style if your phantom is already Earth Attuned.

**Last Engage (200PP, Discount Enslaved Phantom):** The power of flame has made its Last Engage, swirling into the spirit of your Phantom and lighting its soul with the elemental attribute of Fire! This empowers many offensive spells and allows for the manipulation of the flames using your Phantom's mana. This also gives you the Flame Style ring for your Wizard form, or Flame (Phantom) Style if the phantom is already attuned to that element.

**Infinite Possibility (600PP):** Water, Earth, Wind, Fire, come together and fulfill this desire! The power of Infinity is now open to you, costly though it is, giving you the power to transform into Infinity style with a special Magic Ring granted by this purchase. Infinity Style is able to utilize all 4 elements at once and when used with the Magic Rings, boosts their power to levels incomparable to that of the Phantoms on their own. The power of Infinity seeps into your Phantoms as well, their specialities becoming much much more pronounced and stronger in the bargain.

Phantom Mirage (400PP, discounted for Sealed Phantoms): Much like how the Beast Chimera Phantom could be called upon as an attack, now you too are able to call upon your Phantom as a guardian and partner. You now gain the "Mirage" Magic Ring, or a Spell if you already know magic that doesn't operate on the Magic Rings. By casting this spell, your Phantom will arrive at full power and begin to fight by your side, retreating into your Underworld once damaged enough.

Phantom Limbs (200PP): By taking this, you are able to cast the "Special" spell either as a Magic Ring or a regular spell, which when combined with the elemental Style of a Phantom, summons part of the Phantom's body as an addition onto your own that can channel mana. For example, the Al-Miraj "Special" ring would produce a giant flaming horn to ram into people with. If used with Infinity Style, your body is entirely ensconced in the Phantom and allows you to use a number of capabilities alongside that.

PhantoWeapon (200PP): Your Phantom has forged a stronger bond with you, and has granted you the ability to call upon it in the form of a weapon much the same as how Dragon was able to form AxeCalibur. The weapon's powers and abilities are detailed by the individual Phantom's descriptions, but they are all magical weapons and can be counted as such.

PhantoMachine (100PP, Free for Enslaved Phantoms): If you don't already own a motorcycle, you have a simple one now so you can make the most of this ability. Now, you're able to combine any vehicle you're riding or desire with your Phantom to improve its performance in ways detailed in the Phantom's description.

PhantoRise (0, Mandatory): This is simply one of the basic powers of the Phantom, but it bears re-iterating. The Phantom is a spiritual/mental entity for most things, and is able to protect you from being attacked on those fronts in a very physical manner. If you enter other mindscapes, you are also able to summon it with the "PhantoRise" ring/spell you acquire from this purchase.

Phantom Ring (200PP): You can now select a Magic Ring from the Magic Ring list later in this document, and you can cast it without needing to scan the ring on the Hand Autor like most spells, as this spell has been kept to heart by your Phantom as of this moment. This may be purchased multiple times.

PhantoStrike (400PP, discount Enslaved Phantom): Your phantom has heard your call and you now are able to cast the "PhantoFinish" spell via Magic Ring or other magical methods, which summons the phantom and transforms it into the catalyst for a single powerful strike to defeat your foes! This can manifest as a claw, or a horn, or any other part of the Phantom's biology...or perhaps into a large weapon instead?

(Un)Sealed Sorrow (100PP): You may see that there are advantages to having a Sealed Phantom(They are able to get discounts on certain abilities and may be used by anyone with their 'bound' Driver) and advantages to having an Enslaved Phantom(They do not need to eat mana to continue casting and are a bit more loyal than the Sealed Phantoms)...so you may feel the desire to switch from one type to the other. This will allow you to either seal an Enslaved Phantom or enslave a Sealed Phantom, changing them from one type to the other.



by : Digger

Twin Souled (700PP): You have found a way of containing a second Phantom within yourself, from some dark ritual or twist of fortune, and now may purchase another in addition to your first choice!

## Kamen Rider Neo-Heisei Part 2 DLC Amanogawa High School Festival

It seems like you made your entrance into this world at a fortuitous time, because you've been dropped right into the middle of a culture festival at Amanogawa High School! Before you have a lot of time to think too much about this, you're already facing Gentaro and the Kamen Rider Club. It seems they have a booth set up, and Gentaro's already decided to befriend you! Wait, did you kill him? Nah, he's fine at least for now. Cosmic Energy, son. In any case, he's pretty excited for you to join them on some fun and games...He even gives you **100 prize tickets** to redeem for cool prizes from the Kamen Rider Club, so...Honestly? Just have a fun time here, if you can. It's not going to be a whole big adventure. Just playing some games and sharing food with your companions and the KRC. Here's your prizes, and thanks for having a visit!

**S.I.C.K (10 Tickets):** An excellent collection of Kamen Rider figurines, these are made with exquisite detail and the finest materials to display the full glory and intricate design of the Rider suits in all of their forms. This collection covers the Heisei era, from Kuuga to Ex-Aid, and will update itself to cover future riders and kaijin should they ever come to be. Not only that, but Rider or Kaijin forms created by the Jumper either by using the various transformation devices or by inventing entirely new devices using the Kamen Rider perks/gear as a basis will get their own figurines as well.

**Let's Go, Ganbaride! (15 tickets):** A number of booster foil packs, these all have the Ganbaride cards(a series of collectable cards used in the Ganbaride arcade game) for the riders of the Heisei and Showa era, with a similar timeframe and updating properties as S.I.C.K. This includes cards made of the Jumper's own kamen rider forms.

**Ganbarizing is Go! (15 Tickets):** A big arcade machine is now set up in the extradimensional storage space of your choice, updating and ready to play at any time. You see, this is the Ganbaride Arcade Game, which utilizes the Ganbaride cards you can acquire from "Let's Go Ganbaride" to play! The rules are a bit complex, so I won't waste my time, but the scenarios and battles you can play through will reflect both the 'canon' and the way your adventures have shaped, as well as a number of what-if scenarios.

**Fish Sausages (5 Tickets):** It is what it sounds like. You get a box of respawning random Kamen Rider-sponsored Fish Sausages. For what it's worth, they taste nice and they come with a free Ganbaride card from the show of the sponsoring Kamen Rider for that box!

**Fruit Gummies (5 Tickets):** A bunch of random assortments of fruit gummies, with certain themes such as citrus or tropical fruit involved. Unlike the ones in the item section, these actually have a unique effect. Simply put, you trip balls when you eat them. A common hallucination is that a giant gummy version of the fruit falls on your head and explodes into juice, while others can be Kamen Rider and Fruit-mixes of fever dreams. It depends on each individual gummy, but they taste nice enough to leave you saying "JUICY!"

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**MORNING RESCUE (5 tickets):** A bright and cheery fridge covered in men/women with hard hats and orange jumpsuits. Inside is an entire fridge of the orange drink, Morning Rescue! It'll refill itself on its own and drinking the bottles gives you a little bit of pep and energy afterwards. Morning, rescued!

**Henshenanigans (10 Tickets):** This is a big costume chest with Kamen Rider Ichigo's face on it, inside is a number of high quality cosplay materials necessary to dress up as any rider from Ichigo to Ghost with a flair, even their civilian costumes such as Takeru's weird robe-kimono thing and Terui Ryu's sick red jacket with the blue flame and incomprehensible pseudo-buddhist babble.

**Baby Rider! (5 tickets):** This...isn't what they meant by Riding but sure. These are bog-standard pedalling bicycles styled after the various Rider Machines, including the Meteorstar and even a bicycle themed after Terui Ryu's bike form.

**SHOCKER Candy (5 Tickets):** Well. It's not just candy made in the image of the kaijin and shocker mooks, though those are on display! These are a bunch of gummies and hard candies made in the image of the classic Showa Riders as well as the (Neo-)Heisei riders, with many others based on their enemies and transformation devices. Ever wanted to lick a cherry Taka medal? You can now!

**Keychain of Memories (10 tickets):** Aren't these cute? You get little keychain/phone charm figures and charms of the characters and riders of the Showa, Heisei, and Neo-heisei riders that can be used to decorate your devices and living place. You also get some stickers of the same characters in a 'chibi' artform to do much the same!

**Large Size (5 tickets):** The KRC wanted to get you something nice, so here it is! It looks sort of like a large box that big fast food franchises use to hold big orders, but instead of any recognizable franchise it's got the symbol of the Kamen Rider Club on the side instead. That's because they got together and made a bunch of fast food, and with the help they got from the kids of Amanogawa High School it actually tastes pretty good. The usual fare's here...basically, if it had a foodroid based on it it's in here, but for concrete examples you'll find Burgers, Milkshakes, Fries and chicken nuggets in this goodie box. It'll also refill itself over time. Ain't it nice to have friends?

**DJ Gene Milky Night Carnival (15 tickets):** Get your mind out of the gutter. This is simply put, a small machine hooked up to a speaker that has a psuedo-recording of DJ Gene's radio show alongside music from the Kamen Rider series on a semi-random shuffle loop. DJ Gene actually will talk about your adventures and the goings on (at least in terms of stuff like celebrity news and weird things, if you've heard an American evening Radio Show over regular music you know what kind of topics and the tone to expect.) You can download the recordings into whatever devices you have and play them like that, if you desire!

**SUBARASHIII! (10 tickets):** A truly WONDERFUL assortment of cakes(ice cream cakes available as well!) lovingly decorated in the style of the various Kamen Riders as well as of the Jumper's forms and adventures in the Kamen Rider world. Cakes fit for a birthday, all for you!

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Super Hype Battle! (15 tickets): A number of DVDs and other video mediums(I wouldn't expect too high quality on those VHS tapes if you really insist on having them) with all the optional non-canon and comedy videos made of the Kamen Rider shows, such as the various Net Movies for OOO or the Hyper Battles Videos. Not only that, but more comedy skits and hyper battle DVDs will be made based on and possibly mocking/toying with the changes you've made to the world and your own actions here.

Toy Collection (15 tickets): Don't get these confused with the toys that also are sources of arcane/cosmic/etc power! These are a collection of the actual Kamen Rider toys and their various transformation devices...they even include the Legacy transformation devices such as the Kiva Gaia Memory or the Kamen Rider Amazon Core Medal. You even get Legacy transformation devices made of your own Kamen Rider forms and the like.

See You Next Game (20 tickets): An emulator and the controls/devices needed to play a collection of every Kamen Rider game from the past decade or so, including the Battride war games and even the weird Kamen Rider racing games!

Love Combo(20 tickets): A strange set of Gaia Medals, they appear very bright and pink-ish...by using them in an OOO Driver, you'll become a magical-girl inspired Love Combo form that is harmless to both you and others, with no combat capability...but lots of special effects can be made, and it's a very cute form!

GanbaRider Driver (25 tickets): Now this is a big ticket item! This, simply put, is a "costume" driver. That is to say, it is a driver that transforms you into a Create-a-Character-like Rider form created from bits and pieces of all the Riders across the Showa and Heisei era. It's surprisingly in-depth, and there are even OC rider parts from the Ganbariders used in the Ganbaride games for the player's avatar involved! While the Driver itself has no special powers other than giving you a sick unique Rider form as a costume, for +10 more tickets you can combine this Driver with either an existing Driver you have or one you've purchased in this jump so you can control the aesthetics of that Driver's Rider form.

## Magic Rings

- Connect - Allows you to retrieve things from another place like Wizard can with the Machine Winger and the Wizard's swordgun.
- Small - Shrinks your body
- Driver - Summons a Wizard driver (or any other driver) around your waist
- Defend - Creates an elemental wall to shield you from the enemy
- Kick Strike - Allows you to perform an elementally charged Rider Kick to finish off the enemy
- Engage - Allows you to enter an Underworld
- PhantoRise - Summons your Phantom in the Underworld
- Sleep - The wearer of the ring falls asleep when activated
- Big - Allows you to increase the size of your limbs when going through the magic circle, can be used with weapons and other objects to make them big
- Light - Casts a flash of light to blind opponents
- Please - Transfers magic power to the person with the ring on
- Liquid - Makes your body into a liquid which makes him immune to physical attacks and able to move while in liquid form and reshape his body
- Bind - Summons elemental chains to bind the opponent
- Copy - Creates a clone of anything passed through the magic circle, including yourself. The clones can use Rings as well and are near-perfect copies.
- Drill - Allows you to spin very rapidly to dig underground, can be combined with Kick Strike to perform a drill kick
- Smell - Emits a yellow cloud that has a nasty smell centered at the person wearing the ring
- Extend - Allows you to make a part of your body very long when going through the magic circle
- Special - Allows you to bring a part of your Phantom's body into reality. Can be only used with Phantom Elemental Styles..
- Thunder - Only can be used with Hurricane Phantom Style, it allows you to have Phantom Dragon shoot thunder. When combined with the Special Ring, it creates a cloud of lightning that destroys the enemy.
- Blizzard - Only can be used with Water Phantom Style. It allows you to freeze water and the enemy. When combined with the Special Ring, you can follow up with a devastating smash.
- Gravity - Only can be used with Land Phantom Style. It allows you to control the local gravity of the enemy to make them heavier or even fling them around in the sky.
- Dress Up - Allows you to change your clothes on a whim
- Excite - Makes you all muscular and increases your height for the duration
- Fall - Allows you to create a hole in the ground and fall down it to a room below it
- More exist and can be created, as they are pretty freeform kinds of magic

by : Digger

## Jumper Switches

#41- Oilcan Switch (Triangle): Arms you with the Oilcan Module, which can spray a slippery, highly flammable liquid.

#42- Harpoon Switch (Circle): Gives you the Harpoon Module, a sharp barb on a retractable tether.

#43- Clamp Switch (Square): Allows you access to the Clamp Module, a vice grip that can apply incredible pressure and rotate 360 degrees.

#44- Vacuum Switch (Cross): Grants you the Vacuum Module, which can swallow enemy attacks and fire them right back.

#45- Mic Switch (Circle): This Switch arms you with the Mic Module, which can record detailed sonic information.

#46- Solar Switch (Square): The Solar Module allows you to absorb sunlight and turn it into extra energy.

#47- Jack Switch (Triangle): This Switch gives you the Jack Module, which can raise and lower heavy objects.

#48- Cement Switch (Circle): This Switch allows Fourze to spray quick drying cement.

#49- Booster Switch (Cross): Attaches the Booster Module to your leg, enhancing the speed and force of your kicks.

#50- Gravity Switch (Circle): Allows you to transform into Gravity States, and wield the Gravity Module Black Hole Morningstar.

#51- Umbrella Switch (Square): The Umbrella Module can act as a shield, as well as generally keeping things dry.

#52- Key Switch (Square): The Key Module can lock or unlock any opening.

#53- Signal Switch (Cross): The Signal Module works like a stoplight, allowing you to slow things down or stop them all together.

#54- Phase Switch (Triangle): The Phase Module turns you intangible for brief periods of time.

#55- Rewind Switch (Cross): The Rewind Module can turn back recordings and other media as if changes and deletions made to them had never happened.

#56- Airlock Switch (Circle): The Airlock Module can trap small items in anti-gravity inside of it's bubble, sealing it away completely.

#57- Flare Switch (Triangle): Arms you with the Flare Module, which can fire a distress signal into the sky.

#58- Oxygen Switch (Circle): The Oxygen Module can be used to protect other people, by allowing them to breath through a mask.

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#59- Grinder Switch (Square): The Grinder Module spins rapidly, using its bumps and spikes to wear things down.

#60- Gamma Switch (Circle): This Switch activates Gamma States, which wields the power of radioactivity and the Gamma Module Atomic Buster.

#61- Dozer Switch (Triangle): The Dozer Module adds pure brute force to your leg, allowing you to push things out of the way.

#62- Sword Switch (Circle): The Sword Module is basically a powerful double-edged sword.

#63- Putter Switch (Square): The Putter Module resembles a golf club, allowing you to swat projectiles powerfully.

#64- Mirror Switch (Circle): The Mirror Module can reflect beam attacks, or refract it back at the enemy

#65- Barricade Switch (Cross): The Barricade Module can generate a wall of light that no one can cross.

#66- Suction Switch (Triangle): The Suction Module is a boot covered in suction cups that allows you to suspend himself from other surfaces and climb walls.

#67- Baton Switch (Circle): The Baton Module is a rotating tonfa that you can use for quick, repeated strikes.

#68- Hypno Switch (Triangle): The Hypno Module spins rapidly and flashes strobe lights, disorienting enemies.

#69- Decoy Switch (Square): The Decoy Module generates an illusory copy of you to distract enemies.

#70- Plasma Switch (Circle): The Plasma Switch lets you transform into Plasma States, and access the Plasma Module Starlight Artemis.

#71- Alarm Switch (Square): The Alarm Module creates a clanging sound that distracts, confuses and harms enemies.

#72- Scrubber Switch (Triangle): The Scrubber Module generates a cleanser made of Cosmic Energy, which can eliminate any crud or filth.

#73- Whip Switch (Circle): The Whip Module is...well...a whip.

#74- Repel Switch (Cross): The Repel Module generates a blast of force that knocks enemies away.

#75- Tape Switch (Circle): The Tape Module produces adhesive wrapping that can be used to bind things together.

#76- Lullaby Switch (Square): The Lullaby Module produces a sonic frequency that soothes anything that hears it to sleep.

#77- Weld Switch (Square): The tip of the Weld Module can repair things that are broken.

#78- Magnify Switch (Circle): The Magnify Module works like a telescope to let you zoom in on distant things.

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#79- Catapult Switch (Cross): The Catapult Module can launch heavy objects at your foes.

#80- Dynamic Switch (Circle): The Dynamic Switch lets you transform into Dynamic States, and wield the Dynamic Module Hatchet Dynamo.

#81- Trailer Switch (Cross): The Trailer Module allows you to carry heavy objects while using another transport Switch like Wheel.

#82- Highlighter Switch (Square): Marks made by the Highlighter Module can be seen by you through solid objects.

#83- Catcher Switch (Circle): The Catcher Module is a giant mitt that allows you to intercept high velocity objects.

#84- Roller Switch (Triangle): The Roller Module flattens anything it runs over.

#85- Remote Switch (Circle): The Remote Module releases electromagnetic pulses that let you overload technology.

#86- Skate Switch (Cross): The Skate Module allows you to move safely across slippery surfaces.

#87- Mailbox Switch (Square): The Mailbox Module is a receiver that allows your allies to teleport things to you from the Warehouse.

#88- Chisel Switch (Circle): The Chisel Module acts like a jackhammer, chipping away at whatever you hits with it.

#89- Stove Switch (Cross): The Stove Module grows red hot, burning anything you press it against.

#90- Eclipse Switch (Circle): This Switch grants access to Eclipse States and the Eclipse Module Umbra Javelin.

#91- Tweezer Switch (Circle): The Tweezer Module can hold things daintily, and more easily grip small objects.

#92- Pick Switch (Triangle): The Pick Module can chip and shatter rock or ice.

#93- Planter Switch (Cross): The Planter Module digs into the earth and generates vines that can be controlled by you.

#94- Opener Switch (Circle): The Opener Module is a piston powered battering ram shaped like a wine opener.

#95- Shackle Switch (Circle): Once an enemy is locked in the Shackle Module, they can't be let out until the Switch is turned off.

#96- Top Switch (Triangle): No matter how you move, You will always remain perfectly balanced on the tip of the Top Module.

#97- Mower Switch (Cross): The Mower Modules rotating blade can shred objects into smithereens.

#98- Syringe Module (Circle): The Syringe Module is used for gathering liquid samples, but can also drain Cosmic Energy from a Zodiarts.



#99- Jetski Switch (Triangle): The Jetski Module allows you to jet across the surface of water while remaining upright.

## STATES DESCRIPTIONS

Fourze Gravity States is a master of manipulation. Using the power of this form focused in his Black Hole Morningstar, you can increase or decrease the effects of gravity on any object, including yourself. By turning the dial on the mace to the Up position, you can make yourself and other objects lighter or repel them away from yourself, and by turning the arrow Down, you can make them heavier and crush them under waves of force.

By inserting the Gravity Switch into the Black Hole Morningstar, you can execute two Limit Breaks. In the Up position, this activates the Rising Orbit Limit Break, a charged blow from the mace that snakes across the ground and blasts the enemy from underneath. In the Down position, this activates the Singular Slam Limit Break, which crushes the enemy under the weight of supercharged Cosmic energy.

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Fourze Gamma States is all about smackdown, wielding the power of nuclear energy. It wields the Gamma Module Atomic Buster over the right forearm, which packs a powerful punch, especially when charged with Cosmic energy. If you dock to a machine with it, you can power it with fusion energy.

By inserting the Gamma Switch into the Atomic Buster, it activates the Gamma Ray Cannon Limit Break. A handle flips out and the clamps retract to reveal a cannon, which fires a crackling beam of green energy.

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Fourze Plasma States is fueled by pure energy, and can convert itself almost completely into plasma to move faster than the blink of an eye. It wields the Plasma Module Starlight Artemis, a powerful bow that can fire energy arrows. Each arch of the bow is also razor sharp, to make it functional for melee attacks as well.

Inserting the Plasma Switch into the Starlight Artemis activates the Limit Break, The Lightning Star Volley. Instead of a single arrow, the bow fires an entire barrage. These energy arrows can pass through solid matter to reach their target.

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Dynamic States is well rounded and fierce. In this form, you can refract energy across the surface of his suit, allowing it to bend around him without causing yourself harm. It can also absorb kinetic energy, which is then used to charge physical attacks. You can also channel this energy into objects to move them telekinetically.

This form allows you access to the Dynamic Module Hatchet Dynamo. This powerful battle axe crackles with energy the more it is swung around, letting you wind up for powerful blows. By inserting the Dynamic Switch into the socket on the handle, you can execute one of two Limit Breaks. The first is the Dynamic Chop, where Cosmic Energy is channeled into a melee attack

by : Digger

with the axe. The second is the Dynamic Boomerang, where energy blades can be fired from the swinging weapon.

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Eclipse States is the dark berserker among the States. In this form, any Module used will become an Eclipse Form Module. They appear larger, and the key portion more menacing and powerful. They also become black with white trim.

In this States, you wield the Eclipse Module Umbra Javelin. This spear can temporarily disrupt Cosmic Energy, faltering Zodiarts and their attacks. Your speed with the Umbra Javelin is unparalleled among states. When the Eclipse Switch is inserted, the forms Limit Break is activated, the Red Moon Breaker. You first draw two circles in the air, which then line up (like an eclipse) and fire a burst of dark matter which disintegrate Zodiarts bodies. Alternatively, you can perform the Corona Shadow Limit Break, where the spear is thrown directly at the heart of your foe, releasing white beams of light that rip them apart.