



Power Rangers Mystic Force Jump v1.0

by leaftempo

There are those on the surface world who embrace magic, and those who don't. And there are those who fear what they do not understand. But what none of them know is that lurking just below the surface lies an evil force planning to rise up and conquer them all.

The time has come for five mystical warriors to fulfill their destiny. And for these five ordinary teenagers, nothing will ever be the same again.

They are **Power Rangers Mystic Force**.

Whether you're here to bolster their ranks, join their opposition, or simply relax in the mid-2000s atmosphere, you'll be spending the next 10 years in the world of the Mystic Force Power Rangers, appearing the same day Nick Russell rode into Briarwood and he and his friends became rangers. There are powerful entities in this world, so take **+1000 Choice Points** to spend on perks and items to help you during your time here.

Origin

Choose an Origin to determine where you come from in this magical world. A backstory will be backfilled for you as though you've always existed in this world. If you'd rather drop in unannounced, you can take any of these Origins as a Drop-In and simply pop into being, as though by magic. Stranger things have happened, after all. Regardless of origin, you can choose to be any age and gender for this jump.

Power Ranger: Recruit a team of teenagers with attitude! The Power Rangers are the satin, spandex, and lycra-clad heroes of this world, the inheritors of the powers and responsibilities of the Mystic Wizards who sealed the Forces of Darkness away in the Great Battle twenty years ago. Now you can shoulder the burden as well and be one of them. Choose a color and elemental theme to define your costume and powers. If you choose an existing color or element, choose whether you replace that Ranger, or whether they simply receive a different color or element. You may also choose whether you are among the initial recruits to the team, or are a later addition.



Magician: This world isn't as it seems. Magic teems beneath the surface and flows around everything here, and you're one of those who are trained to influence it. Armed with magical power and knowledge, you can use your magic for your own gain or for the good of the many. If you have the appropriate perks to do so, you may replace any existing character, or exist alongside them. Whatever you choose, act responsibly, for magic has its own ways of maintaining balance...



Forces of Darkness: Responsibility?! Who ever gained power by acting responsibly?! Whether you're allied with the forces of the Underworld serving their mysterious Master, or just using the power of Dark Magic for your own agenda, you don't care who you have to step on to achieve your goals. If you have the appropriate perks to do so, you may replace any existing character, or exist alongside them.



Civilian: Magical wars? Spandex-wearing superheroes? No way. You're a normal citizen, thank you very much. You may be a student, a salary worker, a drifter, or any other role of your choosing. You're just not involved with all of *that* nonsense. You don't have the time! It's 2006! The Xbox 360 just came out! If you have the appropriate perks to do so, you may replace any existing character, or exist alongside them.



Nationality

To go along with your Origin, you can also choose which world you hail from. If you have a backstory in the world, this will be the world in which your backstory is known. If you're a Drop-In, you'll simply have some traits in common with your fellow -worlders and be recognizable as being from there if anyone decides to make an assumption about your origin.

Human Realm: A familiar world. There may have been a few teams of superheroes springing up here and there in the past, but otherwise the place is pretty unremarkable. People go to work and school, use their electronic devices, and live their lives. You're a human and that's just fine.

Magic Realm: A world of magic and wonder with a medieval aesthetic. This land is just barely recovering from the Great Battle, a war with the Forces of Darkness that devastated the land 20 years ago and killed many of the most prominent warriors and leaders. You can be a human, or another magical race such as a dwarf or an elf (these races grant no benefits over being human). You'll look passably human, though, especially with a glamour spell or two.

Underworld: A grim wasteland pulsing with dark magic. Most of the inhabitants here revere the mysterious Master who led the assault on the Magic Realm 20 years ago. You won't gain any benefits from your race, but you can choose to be anything from a Hidiac or Styxoid to a Vampire or a Human.

Starting Location

When you appear in this jump, where will it be? Keep in mind that some of these locations are more dangerous than others, depending on your Origin and Nationality.

Downtown Briarwood: The city where the Mystic Force Rangers live. The population are distrustful of the mysterious goings-on coming from the forest, but are generally lively and accepting otherwise. This is the thriving downtown with plenty of parks and businesses to explore.

Mystical Forest: Outside of Briarwood, this forest contains a portal to the Magic Realm. Magical beings can cross to the Human Realm here, and humans can get lost in the Magic Realm. It seems the Forces of Darkness are suddenly attacking people near the portal here...

Magic Realm: Whether you want to start in a village, outside Root Core, or the Mystic Mother's palace, this realm is full of magic, and the inhabitants likely will be unphased whatever you decide to do.

Underworld: A horribly depressing place, but you're welcome to start here. Most of the surface is rocky wastes, but the Forces of Darkness maintain an underground base centered in a sinkhole you're also welcome to start in.

Perks

Perks are abilities, skills, and powers that will help you on your journey. When you purchase them, you get to keep them as you move forward through other jumps, and can build on them or harmonize them to your heart's content.

Perks listed under each Origin's subheading cost half-price for jumpers with that Origin, and 100CP perks are free for those with the matching Origin. (Normal perk discount rules)

Morphin Magic (Free, Optional for Civilians, or 200 CP): This world is full of magic, and now, so are you! Choose between Good Magic or Dark Magic. You gain a basic understanding of spellwork from your chosen school, as well as Neutral Magic, and a connection to the Morphin Grid, this world's source of magic, to allow you to use it. You can learn new spells during your time here, carrying them with you into the future. This perk also ensures that you will still be able to use your magic in future settings, creating a source of magic in them to fuel your spells just like the one that exists here.

Magic is quite versatile in this setting. There are spells for teleportation, animal transformation, summoning creatures and items, flight, cursing people, and more. The only limit to what you can do with magic from this setting is your own power, knowledge, and imagination. The only spells you can't learn on your own are those for which there are specific perks below (morphing into a Power Ranger, becoming a Mystic Titan, seeing the future, stealing others' magic powers, and enlarging yourself/others to giant size).

For 200 CP, you can upgrade this perk. When upgraded, you start with knowledge of all spells shown in Power Rangers Mystic Force, while still retaining the ability to learn new spells as you grow. This upgrade also boosts your magical strength, making your spells stronger and more long-lasting.



Power Ranger

Magical Source, Mystic Force! (Free and Mandatory for Power Rangers, 200 CP for other Origins): Through a unique spell that channels the raw energy of the Morphin Grid into your body, you can become a hero of legend. You gain the ability to morph, a transformation that grants you a unique, colorful uniform, as well as increasing your speed, strength, durability, reaction time, fighting skill, and magical power proportionate to your normal levels. Just by having access to this power, your base form will have slightly increased strength and durability, and an inherent knowledge of martial arts, such that you could hold your own against enemy mooks even without any prior knowledge or training. Your ranger form is inherent to you, and this power can never be stolen from you by any means. The only downside to morphing is that you require access to your magic or a transformation device of some kind to access it. This power stacks with any other transformations you may have that empower you, allowing you to transform into higher-level forms that combine the traits of multiple transformations.

Plan Xander (100 CP): Horrifying beasts crawling out of the dirt to terrorize you and your friends? No problem, you'll just try reasoning with them. With this perk, you can suppress your fear response when a scary monster appears before you so you can walk up and introduce yourself. And while this perk won't give you any kind of boost to talking monsters down, it'll make sure you get a chance to say a quick introductory speech before fists start flying.

Stealth Magician (100 CP): Just because you can use magic doesn't necessarily mean you want to broadcast that information to the world. That would make your double life really frustrating to maintain, after all. This perk will give you a kind of "sixth sense" that alerts you if someone (or some recording device) is watching or spying on you when you are about to perform some special ability that your current identity shouldn't be able to do.

And even if someone does see you casting a spell, their mind will try to rationalize it away as something else, giving you a bit of a buffer.

Karate Class on the Weekends (200 CP): Power Rangers tend to be pretty acrobatic and capable at fighting. Even those with no combat background seem to get a huge boost from the Morphin Grid, making them able to fight against alien invaders and giant monsters. Luckily for you, that boost is going to have a lot of groundwork to build on. You have 10 years of experience and training in one martial art of your choice beamed right into your brain, along with the muscle memory and definition of a lifelong athlete. This also comes with a colored belt (or equivalent ranking denotation from your chosen martial art) that you can show people to prove your master rank in the style.

Check out the Uniforms! (200 CP): It would be really lame if you showed up to fight hordes of monsters from the underworld in your work polo. Luckily, now you never will. Any time you show up to a fight, rescue mission, or other dangerous/exciting scenario, you will automatically be suited up in any appropriately cool outfit you own. If you don't have any clothes for this to apply to, this perk will generate an outfit for you with a colored vest and bracers, along with a swishy cloak. This ability can also be used for any kinds of armor or tech suits you own, as well. In addition, this perk will make sure your cool transformation sequences aren't interrupted by the enemy. They simply won't think you attack you while your powered-up form slowly and dramatically comes into being.

Rangers Together (400 CP): While some may think the strength of the Power Rangers comes from their magic, their fancy gadgets, and their explosive poses, their real secret is the fact that they work together as a team. With this perk, you too can have that advantage. When you work as part of a relatively small team (12 people or less), you'll find everything just goes better. Someone's brainstorming will always give someone a great idea, the combat synergy will be off the charts, and nobody will bump into each other in the kitchen. This also makes you an excellent leader of small teams, able to put people in the best positions for their skillsets, and use the group's abilities in the most efficient ways.

Galwit Mysto Prifior (400 CP): Most groups of Power Rangers summon giant robots called Zords to combat foes too large to fight on foot. The Mystic Force Rangers break this tradition by becoming the Mystic Titans. By raising their wands and calling out the spell, each ranger transforms into a giant warrior based on a mythological creature. This isn't a spell ordinarily able to be learned by non-Power Rangers, but you now have this ability as well. Your Mystic Titan form will match your ranger color (if you have one), and can be based on any mythological creature you choose, like a cyclops or a griffin. This form will dramatically increase your strength and magical power, and contains transforming abilities that will allow it to combine with other Mystic Titans or any other giant robots you may come across (as long as all parties consent). These combinations will share control between you and any other pilots, and be even stronger than the sum of their parts, so be sure to use this ability to its fullest.

Great Genie's Blessing (600 CP): Lucky you! It seems that in your travels, you've crossed the path of a wish-granting genie. Whether you helped the genie out of a tight spot, or

outsmarted them in a battle of wits, you've been granted a measure of the genie's power. While you won't be granting any wishes with this, it will drastically increase the power of your magical abilities. In addition, your powers have been infused with the mystical essence of the Sun. This will further increase any fire-based abilities you have, as well as allowing you to infuse unrelated abilities with the fire of the Sun. This also means any abilities you have will count as being related to the Sun if it would help you (any light you create always counts as sunlight, for example). Finally, if you would die, the genie's blessing protects you. Instead of dying, you are teleported to safety and become a frog. You can't restore yourself from froghood on your own, but a kiss from a passerby will have you back to your former glory. You can only be saved from death by turning into a frog once per jump, or once every 10 years, whichever is shorter.



Magician

Language of the Ancients (100 CP): Like any great magic worth its salt, many of the magical secrets in this world are written in a secret language from long ago. Luckily, you're able to understand the strange, swirling letters of this tongue like they were your own native language. This also applies to any magical or ancient languages you may come across in the future.

Just for Reference... (100 CP): One of the downsides of being blessed with great power and knowledge for most of your life is that you can forget you don't hold all the answers. With this perk, you'll never lose the naive urge to ask "why?" when you encounter something that seems odd. Your questions tend to cut to the heart of issues, and you may even surprise yourself with the insights you lead yourself to.

When you Grow as Sorcerers (200 CP): One of the biggest problems faced when mentoring teenagers with attitude is the attitude. These kids never seem to learn any lessons, and if they do, they forget them in a week! No more, you say. With this perk, which

can be toggled on and off as you wish, any allies or companions you have will find themselves running into problems that seem tailor-made to poke and prod at their flaws and insecurities. It will take hard work, and probably a dash of friendship and advice, but by overcoming these hurdles, they'll be able to truly learn and grow as people. And the lessons will stick this time! These aesop scenarios will take longer to smooth out the edges of bigger groups, as they have to be spread out among all the members, but in a few months you could have a half-dozen really well-rounded Power Rangers on your side.

Magic Craftsman (200 CP): Where would a magician be without the tools of the trade? Thanks to this perk, you don't have to answer that question. Your mind is filled with the knowledge of how to create top-tier magical paraphernalia, including cauldrons, flying broomsticks, magic wands, and potions of all uses. You'll still need supplies and tools to craft them, but this perk seems to make finding those things easier, as well. No need to spend weeks hunting down rare truffles when you seem to be stumbling onto them around every other tree. In addition, this perk will help you create magic items in settings without the traditional crafting materials to do so, by supplying knowledge of substitutions that your hands will be able to turn to magical uses. It doesn't matter if that special kind of tree for wandmaking doesn't grow in future settings, because you can just use another wood of equal rarity and it'll work just as well for you. This ingredient substitution ability works for any magical items you know how to create, not just ones from this setting.

Third Eye (400 CP): Not knowing what's going to happen in the future makes life so frustrating sometimes. Good thing you don't have that problem anymore. Like a certain Oracle, you now have the magical ability to grow another eye on your body that can see the future. Using your Third Eye is magically taxing, so it can't be used constantly (twice a month would land you on bed rest for a bit), but it can scry on future events, or show you steps you need to take to achieve specific goals. This ability isn't flawless, as things can still be hidden from you, or you might know you need to find a certain kind of person, but not who exactly they are.

Keeper of Gates (400 CP): In this world, some magicians hold unique powers, and you're now one of them. Known as a Gatekeeper, you now hold a unique power over doors, gates, seals, and any of their ilk. Locks cannot stand before you, and anything you seal shut is much harder to open than if anyone else had done so. You also gain a repertoire of locking and unlocking spells that are unique to the Gatekeepers. In addition, your powers have been infused with the mystical essence of the Moon. This will allow you to infuse unrelated abilities with the power of the Moon. This also means any abilities you have will count as being related to the Moon if it would help you (any light you create always counts as moonlight, for example). By sacrificing her life, the Gatekeeper Niella was able to completely seal the Underworld away from both of the other dimensions, a feat that was only able to be undone by the next Gatekeeper. You won't have to sacrifice your life to recreate this feat, but locking away an entire dimension would stretch your limits to the point that you could only do so once per jump, or once every 10 years, whichever is shorter.

Ruler of Good Magic (600 CP): You may not have the title of Mystic Mother, but with this perk you are certainly qualified to hold it. Your magical strength is off the charts, and the

power of any good-aligned magic you use is boosted dramatically. You also have the ability to grant magical powers, or magical mastery of existing powers to any good-aligned people you wish. This will be taxing, even for someone of your prowess, but with some patience and determination, you could create a kingdom of good magic users to better the world. With so much of your essence being made up of and supplemented by magic, you also become ageless and no longer need basic biological functions to live, such as eating, breathing, or sleeping, though you may still do them if you wish. You can still be killed by sufficiently powerful foes, but that's where the final bonus of this perk comes into play. If you are ever about to be killed, you can completely disperse, turning yourself into magical energy. In this state, you can't be absorbed or wiped away, and once you drift to safety, you can reform to your normal state. This won't take too long, but will at least leave you out of commission for the rest of the fight you died in. You can only be saved from death by turning into energy once per jump, or once every 10 years, whichever is shorter.



Forces of Darkness

I'll Turn the Rangers Against Each Other! (100 CP): Those twerps really get in your way with their annoying teamwork and perky attitudes. If only you could get them to fight with each other instead of fighting you! With this perk, you become a master manipulator. By observing someone interact with others, you can pinpoint their insecurities and learn just how to push their buttons to get them to do what you want. Their friends may still snap them out of your machinations, but if you can cause enough infighting, surely that will wear down even the brightest-eyed do-gooder eventually...

I Serve Only the Master (100 CP): It's interesting that Koragg was able to freely operate within the Forces of Darkness while openly snubbing the orders of its generals. Now, you'll find yourself with that same strange ability. As long as you claim to be serving a higher authority or shared cause, you can get away with disobeying and working against the leadership you're supposed to be working for. You'll have to be able to justify your actions

with a somewhat plausible reason as to how it helps the higher authority or shared cause, but you won't get too much pushback on your actions. Don't openly fuck with your organization too much, and you'll be able to reap the rewards of being part of them while you pursue your own goals.

Go, My Pretties! (200 CP): It's exhausting doing all that fighting yourself. You deserve to kick your feet up and still see your enemies fall before you. Now you can do just that. By setting up some kind of scheme with a central object (nightclub with a record that plays hypnotic music, food truck with an oven that cooks demonic food, etc.) you can transform civilians into loyal monsters under your command. This can happen as soon as they fall prey to your scheme, or you can delay the transformation to a time of your choosing. Anyone with strong willpower or developed powers, magical or otherwise, will be able to resist or break your power over them, but the masses? They'll be all yours to do with as you wish. Their new monster forms won't be especially powerful, but the average "hero" won't be so willing to beat up a transformed civilian. Just watch out. If the central object of your scheme is destroyed, your pretties will all revert back to normal.

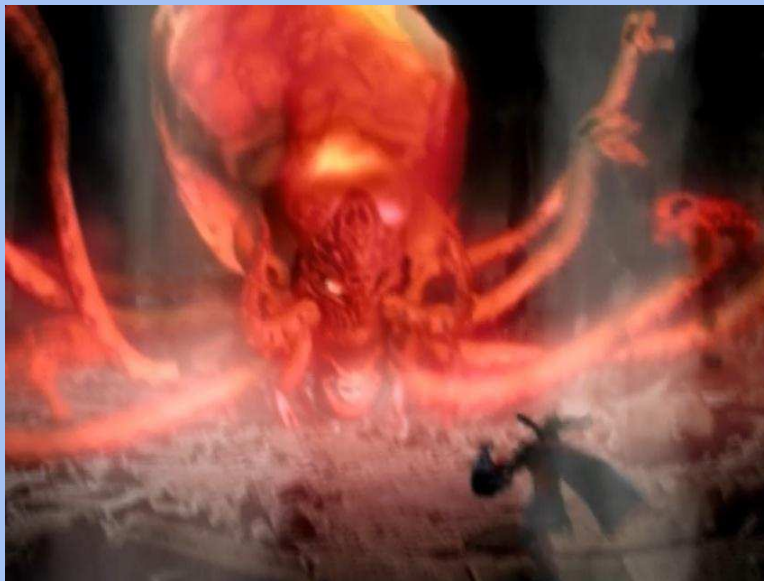
Cornerstone of my Being (200 CP): Trying to decide what to do in every scenario as it comes is a headache. Why not come up with rules for yourself and then just stick to them? Now, by deciding on a code of conduct for yourself, you gain a dramatic boost in magical power and combat skill when you follow it to the letter. Your code can be simple, like always stealing money if you have the chance to, or never backing down from a challenge, but if it doesn't impact your behavior for a week or more, you'll lose the power boost until it comes up again. If you wish to change your code, you can forgo the power boost for a month, after which time you can change the code as you wish.

Dark Source, Evil Force (400 CP): You know what really sucks? When your foes keep winning because they have a better power than your allies. Now, you won't have to worry about that again. By defeating someone (or a group) in combat, you can use this spell to steal one power from them (or a power they collectively have as a group). You can use the power yourself, but it won't truly become a part of you until you finish your current jump, or if 10 years pass, whichever is shorter. Be careful, as this will give your foes plenty of chances to take their power back. Although, how they'll do that without the power you now have is anyone's guess. In addition, this perk lets you give these stolen powers, or your own perks, abilities, or powers, to an ally. You will lose that power while it is granted to your ally, but if the power is yours to begin with, you can revoke it at any time and it will instantly return to you. Stolen powers you hand out will need to be retrieved in-person, so be careful with them.

Make My Monster Grow! (400 CP): Your foes might be able to stop you at normal size, but what about when you're 50 feet tall? With the spells *Uthe Mejor* and *Uthra Mejor*, you can grow yourself or a willing ally to giant size, greatly increasing the target's strength and magical power. As a bonus, all of your dark-aligned magic is boosted.

Sealed into the Pit (600 CP): Your foolish enemies may think they've bested you, but they have no idea they're playing right into your hand. With this perk, you become a master

grand strategist, able to position pieces just so in order to achieve goals in the far future. Normal people may not even see the connections you do, and will be oblivious to your machinations until they are already upon them. In addition, any plans of yours that require willing cooperation from allies or underlings will find success more often, as you inspire loyalty among your following, and are exceedingly unlikely to be betrayed. Finally, this perk can save you from death. If you are ever about to be killed, rather than dying, you will be sealed away behind a mystical gate that can't be opened from your side. You won't be able to directly free yourself, but you can still speak to your allies and underlings and position the pieces to pave the way for your return (which will always be possible with some effort). You can only be saved from death by turning into energy once per jump, or once every 10 years, whichever is shorter.



Civilian

Hobbies and Skills (100 CP): Not everything has to revolve around magic. Maybe you'd like to pursue some other interests while you're here. This perk can give you several years of experience in any mundane skill, such as character drawing, skateboarding, motorcycle repair, or whatever else you'd like. In addition, moving forward, you'll find yourself learning mundane skills twice as quickly.

Nobody Comes Out Alive (100 CP): There's a lot of local rumors around these parts, and you might just call yourself the rumormonger. Whenever you go to a new place, you'll automatically learn the most common rumors the people have there, and you have an innate sense for sniffing out new rumors. In addition, you have an extra sense for how embellished these rumors are. It isn't infallible, but it's pretty helpful. Jim's cousin Teebo probably didn't catch a 30-foot long goldfish in the lake, but if people *are* disappearing in the forest, you'll have more of a sense to avoid the place.

And So There Is Five... (200 CP): It's really frustrating when you need people for a project, and you just can't find them. Now, you have a talent for tracking down appropriate people to join an organization, get hired to work for a business, or to fulfill a prophecy. You just get a "warmer/colder" sort of vibe from people if they'd work out well for the role you have in mind. Whenever you recruit people, they tend to work out better than anyone else's choices.

Skill Cross-Application (200 CP): Mundane skills tend to be just that: mundane. But what if you're *really* good at them? With this perk, you have the ability to apply any skill you're sufficiently practiced with to another use. For example, a chef could use their sense of how to put together a great dish to put together components of a circuit board, or chess master could use that same strategic thinking to pilot a giant mech in a strategic way. There is a loss of ability here, so you won't be as good at surfboarding as you are at painting, but it gives you a significant boost as long as you can flimsily justify the cross-application.

Card-Carrying Member of C.O.U.N.T. V (400 CP): And your friends all laughed at you for paying monthly dues to vampire club. You're a nerd, but that nerdiness is about to pay for itself by keeping you alive! Any time you run into some kind of movie monster or creature from an RPG, you'll have knowledge of their weaknesses from your nerd media that will turn out to be completely accurate for you. This even applies if that creature wouldn't ordinarily have that weakness in your current setting. As long as you know of a movie or a tv show where it's canon, it counts. What do you mean, vampires aren't weak to verbena hand lotion? I saw it on *The Vampire Diaries*!

New in Town (400 CP): Picking up your whole life and moving across the country is hard for a lot of reasons, but now it's less hard for you. Any time you move somewhere new, you'll find yourself bumping into a group of good friends, stumbling into a great job, and finding all sorts of opportunities to pursue your personal goals. And any time you can point to the fact that you're "new in town," it'll only make things go better for you. Whether that's facilitating a meet-cute by asking for directions, or getting out of a minor crime by acting dumb to the cops, your life is just going great. This bonus fades the longer you live in one place, but by then you'll have had plenty of opportunities to get yourself set up for success.

Offscreen Business Acumen (600 CP): It's hard to run a business when your only employees are constantly running off with no explanation. And that's why you have the skills to pay the bills. Any business you own (or even just any job you work at) runs more smoothly with you around. Customers are more patient, you actually do have a few more of that item in stock, and the tip jar fills up more quickly. In fact, you're *so* good at this stuff, that you could run an entire record store by yourself, turning enough profit to pursue your hobbies and even pay the wages for half a dozen employees (who are never around when you need them!).



Items

Items, much like perks, will help you on your journey. However, unlike the ephemeral nature of a perk being added to your being, an item is a physical item that you can carry on your person or store in your Warehouse when unneeded.

All items here are magically restored and returned to your possession after 24 hours if stolen or destroyed. If you already own any items that are similar to the ones here, such as a magic wand or a vehicle from another setting, you may freely import that item as your purchase here, freely combining the visual elements between the old and new item, as well as combining any properties or abilities into one souped-up version of the item.

The items in this jump are not split up by Origin, so you may choose any two items at each price tier from 100-400 CP and discount them, making them cost half-price (or 0 CP, for items originally costing 100 CP). You may also discount one item costing 600 CP.

You gain +200 CP as a stipend to spend in this section only.

Magic Wand/Mystic Morpher (Free with Morphin Magic): It's quite difficult to use magic without some kind of implement for it, so here's a personalized magic wand, ready to cast any spells you like. And since magic wands are a little conspicuous in a world not ready to believe that magic exists, your wand also has the ability to disguise itself as a mundane item no one else would think is suspicious. In this setting, that might be a flip phone, and in a futuristic setting it might look like a datastick. The design is up to you. You can import any transformation object or spellcasting tool into this item.

Basic Weapon (100 CP/200 CP): It's a little hard to fight for what you believe in without a weapon. This could be a Magi Staff, a Laser Lamp, a Knight Saber, or any kind of weapon you would like. The weapon will scale with your power level, always offering at least a little boost beyond what you can do without it.

For 200 CP instead of 100, your weapon can have multiple forms, or be made of multiple parts. For example, many of the Mystic Force Rangers can transform their Magi Staffs into a sword, crossbow, or axe form, and Koragg carries both the Knight Saber and the Shield of Darkness.

Hobby Supplies (100 CP): What good is being good at stuff if you don't have the tools to show it off? With each purchase of this item, you gain top-quality supplies to perform any hobby you like. Whether that's a DJ table for mixing, a skateboard and helmet, or a bunch of canvases and watercolors. Any consumable items, like paint, will restore themselves if they run out.

Cash Infusion (100 CP): This world may be more concerned with an Underworld invasion than capitalism, but the Mystic Force Rangers all still had to have jobs to put food on the table. Now, you won't have to unless you want to. Deposited completely legitimately into your bank account once a month is \$5,000 in 2006-equivalent money (adjusted for inflation in other settings). Don't spend it all in one place!

Xenotome (100 CP): A powerful magic book created by ancient magicians, the Xenotome holds all that is not yet known. The Xenotome can detect when important events happen, at which point it will alert its owner of them. In addition, the Xenotome also holds many secrets of magic, and can be studied to learn new spells or advance the reader's understanding of magic.



Magic Vehicle (200 CP): It would be criminal to visit a world full of magic and not give the chance to fly. Now, you're the proud owner of one Mystic Racer, a souped-up version of a flying broom that can travel as fast as a jet while protecting the rider from any G-forces, wind, temperature, or bugs that might ruin the experience. You can also have a Mystic Carpet with all the same benefits instead, if you wish, or any other equivalent magical flying vehicle you can think of.

Mundane Vehicle (200 CP): Not everyone travels in magical style, though. And with good reason! You can't exactly park your broom at the grocery store, or haul deliveries to your store on a magic carpet. Now you have a perfectly normal and reasonable car, van, or motorcycle of your choice to ride around in. This can be any consumer vehicle created during or before 2006. Just be prepared for a lot of gawking and explaining if you have a super fancy vintage car as a teen or mysterious wanderer.

Tree Transportation Network (200 CP): This is a rather unique item, in that you can't really hold it in your hands. This is a network of trees. If trees don't exist by default in future settings, you can choose for them to exist as this item. With this item purchased, you can simply walk into any tree you like and exit from any other tree. This is a magical item, so any areas that block magic will be inaccessible, but it has great utility otherwise.

Ancestral Jewelry (200 CP): Was your mom also a powerful magician? This tiara, bracelet, necklace, or other piece of jewelry supposedly belonged to one of your ancestors. When worn, it boosts your magic power significantly. When Clare wore her mother's tiara, she went from hopeless at sorcery to nearly able to defeat Koragg on her own. Just be careful it doesn't get knocked off of your head!

Offscreen Sister (200 CP): A teen moving to a new city all by himself may seem implausible. But don't worry, he's going to live with his sister. We'll never see this sister, but trust us, she exists. Now you too have an offscreen family member. The main utility of this is that they have an apartment or house that you're free to live in without being bothered. All the bills are taken care of by your relative, so there's nothing to worry about. If you'd like your relative to actually exist, you're free to call them up or have them show up at their home as well.



Personal Megazord (400 CP): So you'd prefer a classic giant robot to a magical giant transformation? You're not the only one in this world. Now you have your own giant robot of any non-humanoid design you like. Your zord can have unique powers, such as Daggeron's Solar Streak train being able to traverse dimensions. In addition, your zord can transform into a humanoid Megazord all by itself, equivalent in power to the Solar Streak Megazord and easily able to handle giant monsters. This zord also contains transforming abilities that will allow it to combine with other giant robots, zords or Mystic Titans (including your own Mystic Titan form, if you have one) as long as all parties consent. These combinations will share control with any other pilots, and be even stronger than the sum of their parts.

Mystical Horse (400 CP): Catastros was called the mightiest creature of all. Untameable, and with the strength of a hundred men. This horse may be its equal. You now own and have the loyalty of a horse of legend. Its name and appearance are up to you, but it is super strong and fast. In addition, this horse has the ability to turn into a giant zord form. In zord form, its power is increased exponentially. Finally, your horse has the combining abilities you would expect from a zord. At standard size, you can combine with your horse to become a centaur, replacing its head with your upper body. You can do the same at giant size, if you have a way to become giant (or become a Mystic Titan). This combination will increase your strength, speed, and magical power. If you can become giant (or become a Mystic Titan) you can also combine with your horse's zord form to form a Megazord. Your horse's zord form also contains transforming abilities that will allow it to combine with other giant robots, zords or Mystic Titans (including your own Mystic Titan form, if you have one) as long as all parties consent. These combinations will share control with any other pilots, and be even stronger than the sum of their parts. When combining, your horse's will is suppressed, letting the sapient parties act without its influence.

Dragon Egg (400 CP): When the Mystic Force Rangers discovered the egg of the dragon Fire Heart, they thought it was the last remaining dragon egg in existence. They were wrong. You have the second. This egg contains all the power and potential of the dragon it may one day become. With this item, you can harness that power for yourself. Just by purchasing this item, your Magic Wand/Mystic Morpher is infused with draconic power. You can fuse with this power to take on a draconically empowered form. You will gain a fire breath attack and flight, as well as claw weapons in this form. It will also provide a flat boost to all your powers. Finally, when draconically empowered, if you take part in any zord (or Mystic Titan) combinations, you will have a greater amount of influence over the other pilots, since you will effectively have two votes for what action to take (yours and your dragon's) compared to everyone else's one. If you have Magical Source, Mystic Force!, this transformation will be a direct upgrade to your Ranger powers, but you can use this draconic form even without being a Power Ranger.

If you wish, you may also hatch the egg into a baby dragon (it will not hatch without you desiring it to). Once hatched, the dragon will imprint on you and become fully loyal to you. You may still take on your draconic form, but will now do so by physically fusing with your dragon. Your dragon will grow with time, gaining additional powers such as flight and fire breath. If your dragon is killed while it is still growing, it will revert to its egg form and must

be hatched again. After about a year, your dragon will reach adulthood and be about the size of a horse. Your dragon can continue to grow in size after reaching adulthood if you wish. Its size will max out at zord size, but it can magically shrink itself to any previous size. Once your dragon is an adult, it will come back to life after 24 hours if killed. Once per jump, or once every 10 years, whichever is shorter, if your dragon is an adult, you will gain a second egg and can repeat the process.

Magical Map (400 CP): All these magical artifacts are great, but you know what's even better than one magic artifact? A lot of magic artifacts. Created by ancient magicians, this map has the ability to detect magically powerful items in-setting for you to go pick up. This will only direct you to one item at a time, and you can't choose which items it detects, but it generally prioritizes more powerful items to weaker ones. Once per jump, or once every 10 years, whichever is shorter, you can also choose one item found with this map to become fiat-backed, and gain all protections given to items purchased in this jump (magically restored and returned to your possession after 24 hours if stolen or destroyed).



Rock Porium (600 CP): Or Jungle Karma Pizza, or Comet Cafe, or Riptide Gym. You can choose anything you want. This is a business that's all yours. A pillar of the community, you'll find a steady stream of customers coming through the doors, even if you later bring a CD shop into a setting in the 2020s. Your business cleans and restocks itself, and even has a friendly staff made of magically animated automatons that seem completely human (you can hire actual employees if you want, as well). If you buy this item and just leave it to run on its own, you'll find a steady stream of profit coming your way with no problems arising, but if you apply yourself to its operation, you can turn this into a real money-maker. Of course, if you just want a hangout spot for your friends, that's totally cool, too. After this jump, you can attach your business to your warehouse, in which case it will mysteriously still attract a string of 2006 Earth customers who seem to teleport in and out. If you import this into future settings, you can change what type of business it is, or keep it the same and have a giggle when no one thinks your pizza parlor is out of place in medieval times.

Underworld Palace (600 CP): Your evil plans deserve a suitably evil base from which to plan them. This is that place. Dank and cave-like, this palace centers around an intimidating throne room, while also containing chambers for any underlings or allies you may have. At its core, the palace contains a source of dark magic that will empower your abilities when inside its walls. It also contains any magical workshops or smithies you may need to outfit an army of goons to take over the human realm, along with replenishing supplies to do so. While working here, your schemes seem to come together more easily. In addition, you inspire greater loyalty from your underlings and allies, while finding it easier to intimidate your foes. The palace is magically warded from detection and invasion, and while an extremely powerful foe could circumvent this, they'd still have to face you in the seat of your power afterward. After this jump, you can attach this palace to your warehouse, or place it somewhere in future settings.

Root Core (600 CP): The ultimate base for any Magician or Power Ranger, Root Core is a giant tree containing a mystic headquarters with everything you'd need to combat evil. Replenishing stores of potion ingredients complement the groups of bubbling cauldrons that litter the rooms, and crystal balls allow you to scry on nearby cities. Root Core is magically warded from detection and invasion, as well as being able to disguise itself within a forest. Anyone you don't wish to find your headquarters will simply be wandering among normal trees for hours. The tree housing Root Core pulses with good-aligned magic, empowering your abilities. While inside the base, you will also find your allies working together more harmoniously, any studying or learning you do will be boosted, and any magic items and potions you create will be more effective. After this jump, you can attach this palace to your warehouse, or place it somewhere in future settings.



Companions

To help you on your way, you may also spend your Choice Points to bring companions with you from other worlds. You may also bring companions from this world along with you on your chain after your time here is successfully concluded.

Sixth Ranger (Free): You're welcome to come to this world alone, but it's not really in the spirit of Power Rangers, is it? For free, you can import one companion or create a new one from wholecloth to join you. The broad strokes of their personality and appearance will be up to you, but they'll still be their own person after that. They can have any Origin, and have **600 CP** to spend on perks and items. They can take drawbacks, but can't purchase their own companions.

B-Squad (200 CP): If you wanted your own team, all you had to do was say so! By purchasing this option, you can import up to four companions, or create new ones from wholecloth to join you. The broad strokes of their personalities and appearances will be up to you, but they'll still be their own people after that. They can have any Origins (or combinations thereof), and each have **600 CP** to spend on perks and items. They can take drawbacks, but can't purchase their own companions.

Companion Token (100 CP): This handy little badge can deputize anyone you like to Companion status. You'll have to explain to them what's going on and get their consent for whether they want to join you, but by giving this token to anyone from the *Mystic Force* world, they can follow your forward in your jumpchain as a new companion. If this token is intended for someone who is part of a team (such as the Red Ranger, Nick, or the Morlock's general, Imperious) you can purchase four more tokens for the cost of one to recruit that person's allies as well.

Goon Squad (100 CP): Where would a cool and stylish villain be without some mooks to order around? With this purchase, you get around a dozen nameless henchmonsters you can throw at your enemies as a distraction, or set to work running your forges, or whatever other menial tasks that need doing. These guys are not very strong, but they replenish every couple of days when destroyed, so feel free to send them to their deaths over and over again.

Mystic Mentor (100 CP): Magic is cool, but it's also really complicated. Why try and muddle through it on your own? Now you have your own mentor to give you personal training in the arcane arts. Older and quite experienced, they'll have helpful advice and be able to teach you some new trick or ability no matter how advanced you become in magic.

Drawbacks

If 1000 CP isn't enough to purchase everything you desire from this world, you are welcome to make things harder on yourself for more. By taking on a drawback, you will gain additional Choice Points, but will have to deal with the additional hardship for the entirety of your 10-year stay here. As a rule, drawbacks counter any perks or items you have that would

instantly nullify them, so your martial arts-enhancing perk won't cancel out a drawback that makes you a pitiful fighter. You're getting additional CP, so you have to deal with the drawbacks you chose properly.

There is no limit to the amount of CP you can gain from drawbacks in this jump.

Supplement Mode (+0 CP): If you'd like to do another Power Rangers jump (or something similar, like Kamen Rider or even Sailor Moon) you can take it at the same time as this one. Fill out both jumps, keeping their CP separate, but the jumps will take place together. You can choose whether the events of the jumps take place at the same time, or one after the other. Maybe you want the Mystic Force Rangers to team up with the Turbo Rangers to fight the Forces of Darkness combined with Divatox's Crew. Go wild and have fun.

If you take this along with the **SPD Emergency!** scenario, the events of Power Rangers SPD don't begin until 2025.

Continuity Mode (+0 CP): Oh, is this not your first time getting tangled up with the Morphin Grid? Well, we wouldn't want to ignore that, would we? With this toggle, you can make this jump take place in continuity with any previous Power Rangers jump you've taken (or something similar, like Kamen Rider or even Sailor Moon). Anything you did during that time will affect the world around you. You can choose to be the same person you were in that previous jump, or be a brand-new person unconnected to your previous actions.

Mystic Fate (+0 CP): Rather than staying for the full ten years, you may move on from this jump after the finale of *Power Rangers Mystic Force*. As long as the Power Rangers are successful in defeating the Master and preventing the Underworld's invasion, you can complete the jump then. If you're working against the Power Rangers, you'll have to make sure they're defeated, and you'll have to conquer the Human Realm in order to move on.

Little Tweaks (+0 CP): If you'd like to alter minor details of this world, you may do so with this tweak. Maybe Udonna had a daughter instead of a son, or maybe Briarwood is in New Zealand rather than the United States. You can't make major alterations with this, but as long as it doesn't affect the plot, you can change what you like.

Extended Stay (+100 CP): Didn't get enough of your stay in Briarwood? By taking this, your stay in the world of *Mystic Force* is extended for ten more years. You can only gain a total of +400 CP by extending your stay in this way.

Awful Accents (+100 CP): Everyone in this setting, including you, seems to be putting in a pitiful attempt to disguise their accents for some reason. This isn't going to mess with your adventures too much, but it'll be grating by the end of your time here.

Child of the 2000s (+100 CP): For the duration of your stay, you'll be unable to use any tech more advanced than the local technology. If you have advanced tech, you can't take it out of your warehouse until you leave this jump, and you can't build new devices that are drastically above the level of 2000s tech.

Never Reveal Your Secrets (+100 CP): Magicians have a saying about this, which now unfortunately applies to you. For the entire time you're here, you'll be unable to use any magic-based abilities or items that aren't from this setting. Chakra, superpowers, glowing space rocks, etc. are all fine, just nothing magic.

Rise of the Morlocks (+200 CP): Over the course of about a year, the Mystic Force Rangers only fought about 40 monsters in total. And by the end of that year, with the forces of darkness destroyed, they were pretty much able to hang up their morphers. Now, you're going to be facing nonstop antagonists the entire time you're here. You'll basically be facing foes weekly until the jump ends. If you manage to defeat your main foe, another one will eventually take their place and take up their fight. If you're a non-combatant civilian, you'll somehow end up kidnapped or subject to monsters' plots of the week every time. If you take this with Mystic Fate, you won't be able to finish your jump until defeating the second main foe that takes the place of the Master or the Rangers.

Enemy Rebalancing (+200 CP): You're not going to be able to breeze through this setting by tipping the scales in your preferred side's favor with just your presence anymore. Whichever side you join, your foes will be boosted up to a level that will mean your side isn't going to win without your help. Whichever side you oppose will have extra numbers, more powerful magic, and be better equipped than in canon, to the point that no matter how strong you are, it will be a challenge to help your side come out on top. Can't take this drawback if you're a civilian and staying out of combat.

Stolen Snow Staff (+200 CP): At some point during this jump, your wand is going to be stolen. Whether you deserve it or not is up to you, but until your wand is retrieved, you'll be unable to use any magic, chakra, or other superpowers you may have. Your wand will be lost for a couple of months at minimum before you or your allies are able to locate and mount an attempt to retrieve it. Hope your allies don't need your help too badly during that time!

Origin Woes (+200 CP): Your Origin choice is about to have a lot of impact on your mood. Power Rangers will be dealing with emotional highs and lows, mood swings, irrational behavior, and yes, attitude, the likes of which is seen only from those in the depths of puberty. Magicians will feel a sense of superiority to anyone not as well-versed in magic than them, and deep envy to anyone who is their better. Forces of Darkness will find themselves numbed to standard sources of joy and happiness like friendship and love, and the only way they can really feel good is by crushing people under their heel, gaining power, and spreading misery to others. And finally, Civilians will be more skittish and cowardly than normal, and unwilling to go outside of the comfort zone associated with a typical suburbanite.

Rule of Cool (+200 CP): Do you look up to Xander? Now you will. No matter how important or serious the situation, you can't stop yourself from trying to look as awesome as possible (by mid-2000s standards). Why handle things stealthily when you can dramatically enter the scene by doing a backflip on your motorcycle with colored smoke

erupting behind you? This doesn't mean you're incapable of stealth or anything, (ninjas are cool, too) but you'll have to make sure you're doing things the cool ninja way. This applies to civilian life as well. Expect to be modifying your car and getting tattoos, or something along those lines. Whatever the case, you'll be making a number of impractical and often polarizing decisions during your time here.

Eternal Apprentice (+400 CP): The magic in this world is exciting and wonderful. Unfortunately, you're going to have a really hard time using it during this jump. In a real life-or-death scenario, you'll find yourself a bit more capable of throwing down, but it's still going to be really difficult. Your invisibility spells will only affect half your body, your attempts to make a self-warming spell will end up with you walking around with a head covered in whipped cream, and your potions will reek and explode all over your shirt. If you can actually manage to morph, you'll be able to stay morphed for the rest of the fight, but good luck otherwise.

The Unfortunate Result (+400 CP): Remember when you picked whether you would be a human, an elf, or a vampire during your origin? Yeah, you can forget that. For the duration of this jump, you're going to be a troblin, the unfortunate result of the union between a troll and a goblin. While in some situations, this would give you two loving groups to belong to, the Magic Realm sadly hasn't moved past all its biases, and both trolls and goblins hate your guts for existing. This isn't limited to trolls and goblins, as everyone else just seems to find you gross, dirty, and weird, regardless of your attempts to show otherwise. You can eventually overcome this first impression, but your relationships are all going to start at a serious detriment.

Just Mystic (+600 CP): It seems the magic surrounding Briarwood is having some kind of adverse reaction to your perks and warehouse. For the duration of your time here, you'll be reduced to your Body Mod, and be unable to access or use any items from your Warehouse. You'll have to make do in Briarwood with just your items and powers purchased from this jump doc. Good luck.

Brainwashed (+600 CP): Yeah, so, that side you wanted to work with? Turns out your foes wanted you to work for them more, and thanks to the power of magic, they have your complete loyalty. The enchantment can be weakened if you take enough of a beating, or a concentrated cursebreaking effort is made toward you, but the main problems there are that you're unable to communicate your situation to your actual allies, and all of your actions are geared toward furthering the goals of your new master. As the cherry on top, your new master keeps your identity concealed, so your friends won't even recognize you. Good luck getting free by the end of the jump, because if you stay controlled for the duration of the jump, your chain will fail. Can't take this drawback if you're a civilian and staying out of combat.

Scenarios

Totally optional, scenarios are additional quests you can undertake for a chance at extra rewards. Failing a scenario is not the same as dying, and won't cause you to fail your chain.

You simply won't gain the extra rewards if you take on a scenario you find yourself ill-prepared for.

The Great Battle: 20 years ago, the forces of the Underworld led an incursion into the Magic Realm, meaning to trample all in their path to reach the Human Realm and conquer it. The Mystic Wizards put a stop to their plot but suffered heavy losses, as well as a betrayal by one of their own. Now, before appearing in 2006 and starting your jump properly, you'll appear in 1985, one year before the Great Battle. You'll have that one year to make allies and prepare for the battle on your chosen side. Good-aligned jumpers will find that more of the Mystic Wizards and their allies will be willing to betray the side of good, and that the forces of the Underworld seem to have bolstered their ranks, while jumpers on the side of darkness will find that the Mystic Wizards are more prepared with beefier defenses and better strategies to hold off an assault. Win or lose, live or die, after the Great Battle, you'll be transported to 2006 in perfect condition and begin your jump normally.

If you complete this scenario, you can choose whether to have your alterations to the timeline affect the storyline of the main jump. Good-aligned jumpers may have prevented the deaths of many magicians who could be a great boon in the Power Rangers' fight, after all. For Dark-aligned jumpers, if you successfully crush the Mystic Wizards and expand into the human realm, you can choose to have your jump take place in a world long-conquered by the Forces of Darkness. In this case, the Power Rangers will still exist, but instead of defending the world from invasion, they are the side of good's final hope, rebelling against the tyranny of darkness. If you do this, you can also choose whether you maintain the same identity you had during the Great Battle, or if you're a new person unconnected to your actions 20 years ago. Hell, maybe you want to help the Forces of Darkness conquer the world so you can later join the Rangers to topple their reign. Go for it.

Rewards: Should you succeed in bringing victory to your chosen side, you'll receive a massive boost in magical power to either your Good or Dark Magic. You'll also be able to project a field that weakens oppositely-aligned magic, the size of which you can increase with training.

Good-aligned jumpers will also receive **Ancient Mystic Mode**, a form even more powerful than the standard Power Ranger transformation that increases strength, speed, durability, magic power, and spell resistance. These forms are also divinely empowered, making all the user's abilities and defenses count as divine if it would help you.

Dark-aligned jumper will also receive **Ten Terrors Mode**, a form even more powerful than the standard Power Ranger transformation that increases strength, speed, durability, magic power, and spell resistance. These forms are also manifestations of nightmares, making all the user's abilities and defenses count as nightmares if it would help you.

Finally, by bringing the Great Battle to a close, you will become the rightful leader of **The Magic Realm** itself. Whether in its defended state or conquered by the forces of the Underworld, you'll be able to bring the dimension with you in future jumps, whether accessible through your warehouse, or through portals found throughout the world where

the veil of magic is naturally thin. Filled with villages, magical inhabitants, and at least one kingdom, the entire realm is yours to do with as you wish.



Hostile Takeover (Requires you to own a business): Turns out your business acumen is a little *too* good for 2006. A quite savvy businessman has spied the 2008 recession on the horizon, and want to snatch up as many investments as he can before then. Unfortunately for you, your business is on that list. This businessman is your mortal nemesis in every way you can imagine. His skill and ruthlessness in the board room are second-to-none, his politics and morals are completely opposite to yours, and if he succeeds in taking your business, he'll completely ruin your vision for it before running it into the ground for the insurance money. Your goal is simply to survive the duration of the jump without your business getting taken from you. Good luck, your new nemesis will sink to any low to snatch it up. (If you lose your business to this scenario, you'll get it back after this jump.)

Rewards: For keeping your business yours and yours alone, you have proven you are the true **King of the Boardroom**. Your business skill skyrockets. Navigating through a recession while keeping you and your employees afloat is like child's play with the legal loopholes you know how to exploit. Stores double profits just by your presence. If you wish to take over a company from all but the most ruthless of owners, you could have your name on the sign with a couple of dedicated months of planning. Only the best of the best could hold a candle to you.

Additionally, you've earned the **Power of Franchising**. Why have just one business when you can have tens of thousands of them? It worked for McDonald's. Now, any business you own can be scaled up to a ridiculous degree. Open a whole chain of record stores if you wish. You'll find it ridiculously easy to secure real estate, construction contracts, and anything else you need to franchise any business you own, and all of them will run as well as the first store. Finally, any boosts a store receives thanks to you working there (like from King of the Boardroom) apply to all instances of that chain.



SPD Emergency!: During your time in Briarwood, you may run into a strange-looking fellow calling himself Piggy and claiming to be from another solar system. He says that in a couple of decades, the world will be crawling with aliens, and he's 100% correct. In fact, by 2025, the Earth will be at great risk of being conquered by the intergalactic Troobian Empire. In the normal canon, Anubis Cruger would come to Earth in 2015 and start the S.P.D. Academy, training squads of rangers to fight superpowered criminals and hold off the Troobian Empire's relentless march across the galaxy.

Now that you've taken this scenario, it seems Cruger has hit a bit of a snag when it comes to starting up Space Patrol Delta, and you're going to have to help him. Go ahead and take an **Extended Stay** drawback, because you're going to have to stay until the Troobian Empire is defeated by the S.P.D. B-Squad Rangers in 2025. Your mission for this scenario is to ensure the creation of the S.P.D. organization. You'll need make sure it's up to the same level of influence and technology that it has in Power Rangers S.P.D., if not even better. Whether you do this through PR and goodwill built up as a ranger, supplying the organization with cash from your business or job, building the organization as a division of your evil empire, or by building morphers and zords by hand, any type of contributions are valid for this scenario.

To successfully complete this scenario, you'll have to be involved in the creation and running of S.P.D., and a team of rangers outfitted by your organization have to be able to defeat Emperor Gruumm and Omni, the power behind the Troobian Empire's throne. If you just fly off into space with out-of-jump powers and squash the empire yourself, that doesn't count for scenario completion, but you are welcome to personally mentor and even join the S.P.D. Rangers, just like Cruger will (even if you weren't a Mystic Force Ranger). You'll just have to maneuver things so that your S.P.D. Rangers get credit for the win.

If you are part of the Forces of Darkness, and took over the Human Realm, Anubis Cruger will consider you the valid government/ruling authority for Earth, and be fine with using

S.P.D. to protect your status quo from alien threats. All jumpers are also welcome to completely ignore Cruger and form the organization all by themselves.

If you took the **Child of the 2000s** drawback, the part about being unable to build new devices that are drastically above the level of 2000s tech is dropped once you reach 2015.

Rewards: Well, you helped build it, so it's only fitting that **Space Patrol Delta** should accompany you through your chain (or whatever you ended up calling it). As an interplanetary agency, they have experience blending into different societies and cultures, and can hide in plain sight in future jumps as a valid law-enforcement agency, disguising their advanced tech as whatever abilities are appropriate to the setting. Their training facilities, technology specialists, and ranger teams will be at your disposal. If future jumps contain multiple inhabited worlds throughout space, your personal S.P.D. branch will have backup in the form of Galaxy Command, letting you access some of these benefits on other worlds with active S.P.D. branches. S.P.D. branches outside of the one on your home planet won't be under your complete control, but they'll do their best to help you as an S.P.D. Commander.

In addition, you can gain the perk **Sirian Lineage**. Like Anubis Cruger, you gain a large boost to your magic resistance and physical damage resistance. Cruger by himself was able to survive a point-blank shot to the chest with an advanced sci-fi gun, and this stacks on top of whatever other damage resistances you have. You also gain a boost to your swordfighting ability that increases even more when you are outnumbered. Cruger was able to defeat 100 Krybots all on his own, and still finish off their General afterward. This can also give you a scaly-skinned, dog-like alt-form if you wish.

Finally, you gain the perk **Patrol Dog**. Like a bloodhound's nose, you have a knack for sniffing out the truth. Whenever you're investigating a mystery, you can literally smell when a clue is nearby, with this perk detecting things that would be helpful to you and having them emit a unique, recognizable scent. Additionally, when trying to determine if someone is has committed a crime, you can smell whether they're guilty of it or not. Like with the clues, they'll either smell guilty or innocent. You don't have to get close enough that an unaugmented human could smell their shampoo, but you have to be at least within the same room and trying to determine whether they've committed a specific crime. This won't inform you if someone has done a crime you don't know about; you have to be already trying to link them to a specific crime. It just tells you if you're right or not.



Ending

After your jump is up, it's time to decide where you'll go next.

Go Home: All this jumping is getting to be a bit much. Perhaps you'll just return to your home, keeping all your powers and items, and live out a relaxing life.

Stay Here: Actually, magic rules. Why would you leave a place full of it? Take an additional **+1000 CP**, and make yourself comfortable here. Maybe you can help out against that Armada in a few years...

Continue On: Briarwood was just another stop on your journey. It's time to move on to bigger and brighter things. Just remember, even as you move on to other jumps, Once a Ranger, Always a Ranger.



Notes

- You're allowed to use both Good Magic and Dark Magic by purchasing Morphin Magic twice (for free), but it's up to you to reconcile their opposing alignments. They can't work together normally without destroying the magician trying to use them.
- All zords and equipment that require magical power run on the same fiat-backed magic source your own powers do thanks to the Morphin Magic perk. If you find yourself in a future jump without this perk, but still with your items, they'll work just fine anyway.
- Let me know on reddit if there are any discrepancies or errors.
- Jump responsibly.

Changelog

- v0.9: Original jump
- v1.0: Fixed a couple of missed words/typos. Added more pictures. Added **Continuity Mode** toggle. Added **Never Reveal Your Secrets**, **Origin Woes**, **Rule of Cool**, and **Just Mystic** drawbacks (the last three were an anonymous Google Docs commenter's suggestion). Added **SPD Emergency!** scenario. Clarified interaction between **SPD Emergency!** scenario and **Supplement Mode** toggle. Specified the option to maintain continuity between **The Great Battle** scenario and the main jump.