

Tensou Sentai Goseiger 1.0
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地球を護るは、天使の使命!

スーパー戦隊シリーズ

天装戦隊
ゴセイジャー

テレビ朝日系 日曜あさ 7:30
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Introduction:

Welcome, Jumper, to a world of adventure!

In a dimension invisible to human eyes, known as the Gosei World, reside mystical beings called Gosei Angels. These celestial warriors possess extraordinary abilities beyond human comprehension, known as Gosei Power, which they secretly use to safeguard the Earth from unseen threats. Hidden from human civilization, the Gosei Angels have watched over the planet for generations, ensuring peace and balance. Their connection to the human world is maintained through the Tower of Heaven, a sacred passage that allows them to travel between dimensions and intervene when danger strikes. However, this fragile peace is shattered when ruthless invaders arrive, heralding the greatest crisis the Earth has ever faced.

A sinister force known as Warstar descends upon the planet, launching a brutal invasion that threatens all life. These intergalactic conquerors lay waste to everything in their path, leaving destruction in their wake. Their first act of war is the annihilation of the Tower of Heaven, cutting off the Gosei Angels from the surface world and leaving humanity defenseless. With their celestial guardians trapped in their realm, all hope seems lost. The Earth teeters on the brink of devastation, and Warstar's dominion appears inevitable. Yet, fate has other plans, for not all of the Gosei Angels were beyond reach when the attack began.

Five young and courageous Gosei Angels, disguised as ordinary humans, had been visiting the surface when the invasion commenced. Now, with no way to return to their world, they take up arms to defend Earth, revealing their true identities as the valiant warriors known as the Goseigers! As they rise to combat the forces of Warstar, another figure enters the fray—you, the Jumper. With 1,000 CP at your disposal, your path is yours to shape. Will you stand with the Goseigers as an ally, forge your own destiny as a force of light or darkness, or carve out a legend entirely your own? The choice is yours—welcome to the fight!

Starting Locations:

As you enter this world, you must choose where your journey begins. Your starting location will shape your experiences, allies, and the dangers you face. Choose wisely, for each path leads to a vastly different fate!

1. Amachi Institute

A private research and observatory center run by Professor Amachi, this location serves as the secret base for the Goseigers. Here, you can find allies in the form of Nozomu Amachi, the professor's curious and courageous grandson, and the Goseigers themselves. Starting here means you will likely fight alongside the Goseigers from the very beginning, gaining access to their knowledge, resources, and the wisdom of the legendary Gosei Cards. However, Warstar will inevitably come knocking, and battle will find you sooner rather than later.

2. Warstar Command Ship

A massive warship orbiting Earth, this is the mobile headquarters of Warstar's invasion force. Starting here places you among the enemy, either as a captive, an infiltrator, or even a recruit seeking power. You will be surrounded by Warstar's monstrous generals and foot soldiers, witnessing their conquests firsthand. If you wish to disrupt their plans from within or rise through their ranks as a villain, this is your chance. But be warned—betrayal is not tolerated, and failure means destruction.

3. The Cursed Wilds

In the world's deepest, most forsaken regions, nature has been twisted into a nightmare. Here lies the domain of the Earth Condemnation Group Yuumajuu, a monstrous faction born from ancient creatures that embody pollution, rot, and primal destruction. If you begin here, you may find yourself as a lost wanderer, a recruit into their ranks, or even one of their experiments—warped into something monstrous yourself. The Yuumajuu seek to reclaim Earth for nature's most terrifying aspects, caring nothing for human civilization. Will you embrace their apocalyptic vision, or will you fight back from within their ranks, seeking a way to cleanse their corruption?

4. Matrintis Fortress

Hidden beneath the ocean lies the Machine Onslaught Empire Matrintis, a dystopian nightmare of cold logic and mechanical domination. Built from advanced technology beyond human comprehension, this underwater stronghold serves as the launching point for Matrintis' plan to bring absolute order to Earth—by eradicating all organic life. If you begin here, you may awaken as a lost soul trapped in their experiments, a newly built cybernetic warrior, or even a hacker attempting to undermine their system from the inside. Will you join their ranks, aiding in the rise of machine supremacy, or will you break free and fight against their twisted vision of "perfection"?



Origins:

Your origin determines not just your background but also your starting age, knowledge, and experiences, shaping how you interact with the world. Your gender is yours to choose freely, and your age will be determined based on your chosen origin. Additionally, any origin can be taken as a Drop-In option, meaning you arrive in this world without pre-existing connections or memories.

Gosei Tenshi Apprentice

You are one of the Gosei Angels, a celestial being from the Gosei World, born with Gosei Power and trained to protect humanity. However, you are still an apprentice, meaning you lack the full mastery of your abilities, and with the Tower of Heaven destroyed, you are now stranded on Earth. Whether you were visiting the surface before the invasion or were sent on a mission, your fate is now intertwined with the survival of humanity. Will you embrace your divine duty and aid the Goseigers, or will you question the role of the Gosei Angels in this world? The road ahead is uncertain, but one thing is clear—you are one of Earth's last hopes. Your Age is 16+1d10

Gosei Header

You are one of the Gosei Headers, a living, head-like entity tied to the elemental forces of the Gosei Angels. Dormant for ages on Header Island, you have finally awakened to a perilous world. Whether you once served the Gosei Angels loyally, were lost to time and forgotten, or even went rogue, your existence is tied to Gosei Power, and only those who share your attributes can command your full strength. You may have once been a simple support unit, but now, the world is your battlefield. Will you remain as a loyal guardian, merging with others to form mighty Gosei Machines, or will you forge your own destiny, free from the chains of servitude? Your Age is 16+1d10

Universal Annihilation Army Warstar [100CP]

You are a member of Warstar, the intergalactic invaders seeking to bring Earth to its knees. Whether you are a low-ranking soldier, a cunning strategist, or even a rising general, you have sworn allegiance to Warstar's cause. Perhaps you seek glory and destruction, eager to prove yourself in battle, or maybe you harbor doubts about Warstar's brutal conquest and are searching for another path. Are you an alien from a distant world, a genetically enhanced warrior, or even a defector waiting for the right moment to turn the tide? Whatever your reasons, your choices will determine whether Earth burns—or if you will betray your masters for a different destiny. Your Age is $100+2d10$

Earth Condemnation Group Yuumajuu [200CP]

You are part of the Yuumajuu, a terrifying faction of ancient beasts fused with the power of pollution, decay, and raw primal energy. Perhaps you were once a regular monster, but exposure to their corrupting influence has mutated you into something far more powerful. Or maybe you are a long-dormant creature, awakened by the destruction of the Tower of Heaven to join in the eradication of humankind. Do you revel in destruction, believing humanity to be a blight upon the Earth, or do you struggle against your monstrous nature, seeking another path? Whether as a feared warrior of the Yuumajuu or a rogue force carving your own legend, the world will soon learn your name. Your Age is $100+2d10$

Machine Onslaught Empire Matrintis[300CP]

You belong to the Machine Onslaught Empire Matrintis, a technologically advanced force that sees organic life as an error to be corrected. Whether you are a machine built to enforce this vision, a cyborg enhanced to serve Matrintis, or even an AI given unexpected sentience, you are part of their grand design. Perhaps you are a loyal enforcer, believing in order and efficiency above all else, or you may begin questioning the path of absolute logic, seeking your own definition of existence. Will you aid Matrintis in bringing perfect order to the world, or will you resist the cold grip of the machine, forging your own fate? Your Age is $100+2d10$

Perks:

Here, perks are 50% off based on origins; also, 100CP discounted perks are free.

General

Battle Poses Are Cool [Free]

This is a world of Super Sentai, and with it comes one undeniable truth—battle poses are essential. You now possess the instinctive ability to strike a dramatic pose before battle, and no matter how complex or dynamic it is, you will always execute it flawlessly. Want to backflip into your pose? Done. Feel like spinning your weapon and setting off fireworks behind you? Absolutely.

To accompany your pose, you can craft an epic introduction, whether it's a traditional samurai declaration, a fiery proclamation of justice, or something uniquely your own. Best of all? Your enemies will always wait patiently while you pose and transform, bound by the unspoken laws of dramatic tension. Whether you're alone or part of a team, you will always look cool as hell—because style is just as important as skill.

Tensou Sentai Goseiger Soundtracks [100 CP]

Deep within your mind lies the complete soundtrack of Tensou Sentai Goseiger, ready to be played at will. Whether you need a hype battle theme, an emotional orchestral piece, or the legendary opening song, you can summon these tracks in your head at any time.

Even better, if you focus, you can project the music outward, ensuring that everyone around you hears the perfect soundtrack for the moment. Your dramatic speeches, epic transformations, and intense battles will always have the ideal background music to maximize impact.

Nothing elevates a heroic charge, a climactic duel, or even a casual shopping trip like a perfectly timed Sentai soundtrack. Whether you're facing off against Warstar's generals, clashing with the monstrous Yuumajuu, or challenging the cold might of Matrintis, your theme song will make sure you look and feel like the protagonist of an unforgettable adventure!

Battle Proficiency [Varies]

Your skill in combat determines how well you fare in the battle for the Earth's survival. Whether you are a new recruit or a battle-hardened warrior, this perk shapes your fighting ability, reflexes, and tactical awareness.

The war against Warstar, the Yuumajuu, and Matrintis is brutal, and your battle prowess determines whether you stand victorious—or fall before the might of your enemies.

Inexperienced [Free for All]

You are new to battle, and while you may have potential, you lack real experience. Even low-tier threats like Warstar grunts, Yuumajuu minions, or Matrintis' mechanical drones may give you trouble at first. Your attacks lack precision, your reflexes are unpolished, and veteran warriors will easily outmatch you.

Novice [100 CP]

You've gained some combat experience and can now hold your own in a fight. Whether you wield Gosei Power, advanced technology, or sheer determination, you can handle Demon Bug Soldiers Bibienforcers with relative ease.

Experienced [200 CP / Free for Warstar, Yuumajuu, and Matrintis Members]

You have become a seasoned combatant, capable of engaging in full-scale battles. You can now fight against giant mechanical war machines, monstrous beasts, and elite soldiers, surviving encounters that would overwhelm normal warriors.

Whether you use raw talent, strategic expertise, or a combination of both, you can hold your ground in a world where only the strong survive. You may not yet be at the pinnacle of power, but you are far from an ordinary fighter.

Veteran [400 CP]

You are no ordinary warrior—you are a master of battle, standing at the very peak of combat ability. Your strength, skill, and reflexes are on par with the greatest warriors of the era, allowing you to challenge the most powerful beings in the world.

Whether through unstoppable power, flawless technique, or sheer tactical genius, you are a living legend. Only the strongest foes, like Warstar's supreme commanders, the most ancient Yuumajuu, or Matrintis' ultimate war machines, can stand against you.

Wherever there is danger, your presence turns the tide of battle. Whether you fight for the protection of Earth—or its domination—your name will be etched into history.

Tensou Technique [Free for Gosei Tenshi Apprentice / 200 CP for Others]

The mystical Tensou Technique is the foundation of all Gosei Angel abilities, granting you access to incredible supernatural powers. With this, you can channel the very essence of the Earth's elements to unleash abilities far beyond human limitations. Upon acquiring this power, you must align yourself with one of the three great Gosei tribes—Skick, Landick, or Seaick—each granting unique elemental abilities alongside the standard Tensou techniques that all Goseigers possess.

As a Skick, you gain mastery over the skies, enhancing your agility, speed, and aerial combat abilities. You can manipulate wind currents, summon powerful gusts, and even take flight, soaring through the battlefield with graceful precision. Your movements become nearly untouchable, making you a swift and unpredictable opponent.

Choosing Landick aligns you with the raw might of the earth, granting you immense physical strength and unparalleled durability. You can manipulate stone, cause seismic tremors, and reinforce your body to withstand devastating attacks. Your power makes you an unstoppable force on the battlefield, crushing enemies beneath your unshakable might.

If you embrace Seaick, you gain dominion over water, allowing you to control its flow and pressure with astonishing precision. You can generate high-pressure blasts, move effortlessly through water, and heal wounds at an accelerated rate. Whether battling in the depths of the ocean or manipulating moisture in the air, your abilities grant you incredible versatility.

For those who seek the ultimate power, an even greater mastery awaits. For **600 CP Discounted for Gosei Headders**, you unlock the techniques of all three tribes, allowing you to wield the abilities of Skick, Landick, and Seaick simultaneously. With the forces of sky, earth, and sea at your command,

Chameleon [600 CP]

Like the treacherous Brajira of the Messiah, you possess an uncanny ability to infiltrate any organization with ease. Whether it's a noble Sentai team, a sinister villain faction, or a highly classified military force, you can seamlessly blend in, adapting your mannerisms, speech, and behaviors to match their ranks perfectly.

Your infiltration skills go beyond simple deception—you instinctively acquire the necessary skills, techniques, and insider knowledge of any group you embed yourself within. If you infiltrate Warstar, you gain access to their alien warfare tactics; if you join the Yuumajuu, you learn their monstrous mutations; if you enter Matrintis, you can replicate their advanced cybernetic enhancements. The moment you decide to walk away (or betray them from within), you retain all the knowledge and techniques you've gained, making you an ever-adapting and unpredictable force.

Beyond infiltration, you have also mastered the dark science of Bibi Bugs, allowing you to create and control Demon Bug Soldiers Bibi. These insectoid minions are fiercely loyal, capable of corrupting lesser beings into monstrous warriors, and serve as expendable foot soldiers in your plans. Also, make any creature the size of giant.

Gosei Tenshi Apprentice

Tenshi Clan [Free for Gosei Tenshi Apprentice only]

As a true Gosei Angel, you belong to one of the three divine Tenshi Clans that protect the Earth, each gifted with unique abilities and traits that define their strengths. Your lineage shapes not only your powers but also your instincts, personality, and role within the Gosei Angel hierarchy.

Those of the Skick Clan are deeply attuned to the wind and sky, possessing the ability to see through to the true essence of things. This heightened perception allows them to sense evil, track enemies, and uncover hidden truths with ease. Their agility surpasses all others, making them swift and nimble fighters capable of maneuvering through any battlefield. Skick Angels are often bubbly and optimistic, carrying an infectious energy that uplifts their allies even in the darkest times.

The Seaick Clan is known for its calm and analytical nature, focusing on observation and adaptability. They pay close attention to even the most trivial details, allowing them to react fluidly to any situation. Whether navigating treacherous waters or adapting to unexpected challenges, Seaick Angels thrive in unpredictable environments. They are the most versatile of the clans, able to adjust their strategies and flow effortlessly through any battle.

Those of the Landick Clan embody the strength of the earth, standing as the physically strongest of the three tribes. With their unyielding willpower and immense durability, they can endure devastating attacks and strike with overwhelming force. Landick Angels tend to be headstrong and fiercely determined, refusing to back down from any challenge. While they may not be as quick as Skick or as adaptable as Seaick, their raw power and resilience make them an unstoppable force in battle.

Team Work [100 CP]

Most Gosei Tenshi operate in pairs, and you have developed an exceptional ability to coordinate and fight alongside a partner from your own tribe. Whether through perfectly synchronized attacks, instinctive understanding, or seamless combo maneuvers, you and your chosen ally function as a flawless battle duo. Even without speaking, you can anticipate each other's moves, covering weaknesses and executing cooperative techniques with unparalleled efficiency. No enemy will find it easy to break your unity!

Mind Wipe [100 CP]

With the mastery of a powerful Tensou spell, you can now erase the memories of humans who have witnessed supernatural battles, monsters, or destruction caused by enemy forces. This ensures that the existence of Gosei Angels and their foes remains hidden, protecting the fragile balance between humans and the unseen world. This ability is limited to wiping specific memories related to battles and supernatural events, preventing mass hysteria, and keeping humanity blissfully unaware of the chaos that unfolds in secret.

No Leader, No Problem [200 CP]

Unlike most Sentai teams, Gosei Tenshi does not require a formal leader when working together. Now, you and your team can function without a single figure guiding the group, as everyone instinctively balances roles and responsibilities. Whether you are part of a mixed-clan unit or working with other warriors, you naturally find your place and contribute to the mission without needing hierarchy. This allows your team to remain flexible, adaptable, and resilient, even in the face of overwhelming odds!

Miracles [200 CP]

In times of desperation, strong emotion, or sheer determination, you can defy logic and expectations to create small miracles. Perhaps you discover a new Gosei Header just when you need it, form an unexpected combination of powers, or unlock a new ability mid-battle. However, these miracles only occur once a week and only when your skills and emotions are pushed to their absolute limits. While unpredictable, they can turn the tide of battle at critical moments, proving that faith, determination, and the will to protect can sometimes create the impossible!

Header Creation [400 CP]

Through deep understanding of Tensou energy and divine craftsmanship, you now possess the ability to create new Headders, the sentient mechanical beings that aid the Goseigers in battle. At first, your ability is limited to crafting the Headders themselves, allowing you to design and produce unique supportive creatures with their own special abilities. However, while these Headders can be summoned and used in battle, you cannot yet create full-fledged Gosei Machines—that level of power and mastery will require further development.

Each Header you create is fully functional and sentient, bound to serve those who share its elemental affinity. Whether you forge a new Airick Header to soar through the skies, a mighty Landick Header to crush obstacles, or a mysterious Seaick Header to harness the power of the ocean, your craftsmanship opens endless possibilities.

Sealing Technique [400 CP]

Much like the ruthless Brajira of the Messiah, you have mastered the ancient and forbidden art of sealing, a technique powerful enough to imprison an entire enemy faction within an unbreakable dimensional prison. This technique requires the combined energy of all three Tenshi Clans—Skick, Landick, and Seaick—and can only be performed when their power is perfectly aligned which can be done by combining abilities with your fellow Gosei Tenshi. The sheer magnitude of this ability makes it a once-per-jump technique, meaning that once it is used, it cannot be replicated again until your next world.

Messiah [600 CP]

You have ascended beyond the rank of apprentice—no longer just a Gosei Tenshi, but a true Messiah of Tensou Power, much like the enigmatic Brajira once sought to become. Your mastery over Tensou Techniques has reached unprecedented heights, allowing you to craft entirely new abilities, spells, and divine techniques beyond those of ordinary Gosei Angels. Unlike standard Tensou magic, which requires significant preparation and concentration, your ancient Tensou techniques operate on a higher plane, channeling power with greater efficiency and less strain, allowing you to cast formidable abilities without excessive energy cost or preparation. You are no longer bound by the limitations of your clan, freely mixing Skick, Landick, and Seaick abilities to forge new miracles of your own design.

Your divine knowledge also grants you the ability to create Pikes, incredibly potent focal points of energy capable of shaping reality itself. These Pikes serve as anchors for your most grandiose and world-altering abilities, but their power is so immense that they can only be used once per Jump. Upon activating a Pike, you must make a crucial choice: either destroy and recreate the world in your own vision, or forge a path between dimensions, connecting the human world to the sacred realm of the Gosei Tenshi. The former allows you to wipe the slate clean, reshaping civilization, landscapes, and even history itself, effectively acting as a divine architect of a new world order. The latter, however, creates a permanent bridge between the human world and Gosei World, ensuring that Gosei Angels can directly protect their sacred home and Earth simultaneously, forever altering the balance of existence.

Time Travel [600 CP]

Much like Brajira of the Messiah, you have uncovered the forbidden Tensou technique of time manipulation, an ability so powerful that it defies the natural laws of existence. Unlike ordinary time-based abilities, which are limited to short jumps or minor alterations, this technique allows you to rewrite your own timeline entirely. With a single invocation of this ancient power, you can transport yourself either to the very beginning of your Jump or 10,000 years into the future, effectively resetting your journey in this world.

This technique is so absolute that all time spent in this world is erased from existence, allowing you to start your adventure anew, armed with all your memories, experiences, and accumulated knowledge from your previous attempt. This technique can only be used once per Jump, meaning that once you have invoked it, your fate in this timeline is sealed until you leave for another world. Whether you use it to perfect your strategy, escape an unwinnable scenario, or explore the distant future, the power of Tensou Time Travel ensures that you are never truly bound by the constraints of linear time.

Gosei Header

Gosei Header Biology [Free for Gosei Header Apprentice only]

The Gosei Hadders are not merely mechanical constructs—they are living entities, imbued with sentience, instincts, and elemental power. Each Header is bound to the natural forces of the Gosei Tenshi Clans, making them more than just tools for battle; they are partners, guardians, and extensions of their summoners' will. While they may resemble mechanical creatures, their bodies are partially organic, with an innate ability to repair themselves, grow stronger, and evolve over time. They communicate through a mix of electronic signals, vocalized sounds, and psychic bonds, forming deep connections with their chosen allies.

Their biology is further enhanced by Tensou Energy, which allows them to merge, combine, and transform into greater forms. When linked to a Gosei Machine, a Header can serve as both a power source and a control mechanism, adapting to different battle conditions. This biological-mechanical fusion ensures that Hadders are not just tools, but true warriors in their own right, capable of fighting independently or merging into larger, more powerful entities.

Animal Motif [100 CP]

What's your spirit animal, Jumper? Choose any creature from the present, past, or myth, and your body, abilities, and instincts will now reflect its incredible characteristics. If you pick a falcon, expect keen eyesight and aerial agility. If you choose a tiger, you'll gain explosive speed and raw strength. Want to channel a dragon? Get ready for mythical power and an overwhelming presence. Your chosen motif will be the form your header be.

Elemental Proficiency [100 CP each, first purchase free]

The power of the elements flows through you! Choose one element—fire, water, wind, earth, lightning, ice, or anything else that fits your nature. You become highly skilled in manipulating and channeling this element, whether through physical combat, ranged attacks, or special Tensou techniques. Want to hurl fireballs, summon storms, or shake the earth? This is your ticket. You can buy this multiple times, stacking multiple elements to create your own unique hybrid elemental fighting style.

To Talk [200 CP]

Unlike most Headders, who only communicate in strange noises and energy pulses, you now have the gift of speech! You can be understood by humans, Gosei Angels, and even other creatures, making teamwork, strategy, and intimidation much easier. Best of all, this ability acts as a universal translator across future worlds, ensuring that no matter where you go, you'll always be able to speak and understand the local language—even if it's ancient dragon dialect or robotic binary!

Summon Header [200 CP]

Why wait to be called when you can grant others the ability to summon you? With this perk, any warrior of your choosing can summon you into battle at will. Whether they need a powerful ally, a weapon enhancement, or an emergency escape, you'll be there in an instant. Additionally, when summoned, you can attach to any weapon they wield, enhancing it with your own powers and abilities, making it a true force of destruction. From giant flaming swords to energy-infused bows, you ensure that any fighter who wields you becomes exponentially stronger!

Summon Jumper Brothers [400 CP]

Looks like you're not fighting alone, Jumper! You now have a pair of Gosei Header brothers, forming a trio of unbreakable allies. These fellow Headders share your race, motif, and elemental affinity, meaning they are attuned to the same Tensou powers and battle instincts as you. Together, you form a formidable fighting force, perfectly synchronized in combat, strategy, and support. Unlike most companions, these brothers receive all Gosei Header perks you own, ensuring that they remain just as powerful as you—regardless of your chosen origin.

Even after leaving this world, your brothers remain at your side. In future worlds, they will continue to receive all your perks (except for 600 CP perks and perks not tied to specific origins), allowing them to grow alongside you. However, should you choose to import them as full-fledged companions, they will gain full individuality and independence—but will no longer automatically receive the same perks as you.

Gosei Machine [400 CP]

Congratulations, Jumper! You are no longer just a mere Header—you now possess your very own Gosei Machine, a powerful mechanical body based on the creature of your motif. This machine is not just a vehicle or a tool; it is a direct extension of your being, moving and fighting as naturally as your own limbs. Whether you are a majestic dragon, a mighty lion, or a swift falcon, your Gosei Machine embodies your Tensou power, granting you immense strength, durability, and the ability to engage in large-scale combat.

Unlike ordinary machines, your Gosei Machine is alive, bonded to you at a fundamental level. You can control it remotely or fuse with it, shifting seamlessly between Header form, humanoid form (if purchased), and full Machine form. This mechanical body is equipped with elemental attacks, energy cannons, and reinforced armor, making you a fearsome force on the battlefield. When combined with other Gosei Machines, you gain the ability to form larger, more powerful mecha combinations, creating unstoppable fusion forms that can take on even the greatest threats to the Earth!

Gosei Human Form [600 CP]

No longer just a floating Header, you have gained the ability to manifest a full humanoid form, appearing as a knightly warrior clad in armor, wielding powerful weapons such as swords, spears, guns, or even energy-based armaments. In this form, you retain all your Gosei Header abilities, but now with the versatility and agility of a human-sized fighter, allowing you to battle on equal footing with humanoid opponents. Your strength, speed, and reflexes are superhuman, making you a force to be reckoned with on both the ground and in aerial combat.

As an additional bonus, if you have purchased the 600 CP variant of Tensou Techniques, you gain the unique ability to cast three Tensou Techniques at once! However, there is a catch—you must balance your power by selecting one technique from each of the three Tenshi Clans: Landick, Skick, and Seaick. This forces you to think strategically, as each combination will create unique synergies that can turn the tide of battle.

Miracle Gosei Headders [600 CP]

You are no ordinary Gosei Header—you are a Miracle Header, a rare and powerful variant that far surpasses the standard Headders in strength and ability. Your power has increased by an immense magnitude, making you one of the most formidable forces in the Tensou Sentai world. Whether through raw strength, elemental mastery, or sheer divine energy, your presence alone can turn the tide of battle and inspire awe in both allies and enemies.

But power is not your only gift—you possess the miraculous ability to combine any warriors of your choosing, fusing them into a super form that drastically enhances their combat prowess. Unlike standard Tensou techniques, your fusions go beyond simple synergy; they create entirely new, optimized warriors, whose abilities and fighting styles blend seamlessly into something far greater than the sum of their parts. This fusion doesn't just amplify raw strength—it also enhances speed, skill, reflexes, and teamwork, ensuring that the combined warriors fight with unparalleled precision and unity.

Warstar

Insectoid Body [Free for Warstar Only]

As a proud member of Warstar, your very biology is that of an insectoid terror, designed for destruction, domination, and superiority. Your chitinous body is reinforced with natural armor, making you far more durable than ordinary beings. You possess incredible flight, allowing you to soar across the skies with ease, striking from above like a relentless predator. Disease, poison, and sickness hold no power over you, as your alien physiology is completely immune to the frailties that plague lesser creatures. Whether in the void of space or the depths of a polluted battlefield, your body endures without hesitation.

Even more terrifying is your natural attunement to destruction itself. You have a deep affinity for annihilating one of the three fundamental elements of life—air, water, or earth. Whichever you choose becomes your bane, allowing you to tear through any defenses, creatures, or structures tied to it with ruthless efficiency. Your energy cost for using abilities related to this destruction is drastically reduced, meaning you can wield overwhelming power with minimal effort. If you choose air, storms shatter before you, and winds obey your command. If you pick water, seas boil away, and even moisture flees from your grasp. With earth, landscapes crumble, and fortifications turn to dust at your mere presence.

Flight [100 CP]

As a proud warrior of Warstar, you possess the innate ability to fly, soaring through the skies with ease. Whether in a planet's atmosphere or deep space, your wings, thrusters, or some other alien means of propulsion allow you to move freely in three dimensions. Unlike lesser beings who are bound to the ground, you can strike from above, evade danger effortlessly, and rain destruction from on high.

Spaceship Navigation [100 CP]

The vastness of space is no mystery to you. Whether piloting a small fighter or commanding a massive warship, you have an innate sense of direction in the cosmos. Star charts, hyperspace routes, and planetary alignments are second nature, allowing you to navigate unknown regions with precision. Even in the middle of a cosmic storm or an asteroid belt, your instincts guide you through without error.

Artifact Hunter [200 CP]

Space is filled with lost civilizations, ancient relics, and forgotten technologies, and you have an uncanny knack for finding them. Whether it's a superweapon buried beneath a ruined world, a lost source of energy, or an artifact of immense power, you know where to look, how to track its location, and how to retrieve it before anyone else. Be it through intuition, technology, or sheer persistence, you are always one step ahead of other treasure seekers.

Poacher [200 CP]

The universe is teeming with rare and powerful creatures, and you are an expert in hunting them down. Whether it's an exotic beast from a distant jungle world, a celestial entity drifting through space, or a monster lurking in the depths of an uncharted planet, you can track, capture, and find buyers for your prey. No matter where you go, there's always a market for rare and dangerous lifeforms, and you know exactly who to sell them to.

Adaptive Biology [400 CP]

Your body is a marvel of evolutionary perfection, capable of adapting to any environment in mere seconds. Extreme heat, freezing cold, crushing pressure, or the vacuum of space—none of these pose a lasting threat. The moment you enter a hostile environment, your biology adjusts to make it survivable. You can breathe in toxic atmospheres, resist radiation, and even withstand conditions that would kill most beings instantly. No matter where you go, you will endure.

Gate Destroyer [400 CP]

You wield the power to shatter the barriers between worlds. With your strength, knowledge, or specialized weaponry, you can destroy any interdimensional gate, portal, or passageway, severing entire realms from each other. Once destroyed, a gate cannot be repaired for at least a year, ensuring that any who relied on it are trapped or cut off from reinforcements. Whether this power is used for conquest, sabotage, or pure chaos, your ability to erase pathways between worlds makes you a nightmare to those who depend on them.

Extinction Event [600 CP]

Like the dreaded Great King Mons Drake, you now wield the absolute power to exterminate all life on a planet in a single, devastating action. With one week of preparation, you can unleash an event so catastrophic that no civilization can withstand it. Whether by hurling every satellite and orbital structure down to the surface in a fiery storm of destruction or by draining the planet's atmosphere of oxygen, you can render an entire world lifeless in moments. Entire cities will crumble, oceans will boil, and ecosystems will collapse—all by your design.

This is not an attack to be taken lightly. The power required to initiate such an event demands time and focus, meaning you cannot unleash it recklessly. However, once the preparations are complete, there is no stopping the inevitable. No army, no defenses, no heroics can undo the scale of devastation you bring. The only mercy lies in the fact that you may only use this ability once per jump, ensuring that each act of planetary destruction is a carefully considered decision.

Despite the sheer level of destruction, your allies will be spared from the devastation, protected by your influence. No matter how apocalyptic the fallout, they will stand unharmed amidst the ruins, free to witness or capitalize on the desolation you have wrought. Whether you bring ruin in the name of conquest, revenge, or simple destruction, your power ensures that wherever you go, extinction follows.

Star Energy [600 CP]

You have unlocked the ability to absorb cosmic rays and convert them into pure energy, making you an unstoppable force of endurance on the battlefield. No longer do you need to worry about running out of energy, as the vast expanse of space and the ever-present radiation of the cosmos will fuel your every action. Whether you're fighting under the heat of a sun or drifting in the void of deep space, the very stars themselves sustain you, ensuring you never grow weak from exhaustion.

However, while this ability grants you an unending source of power, it does not inherently increase your strength or enhance your abilities beyond their natural limits. You cannot exceed your maximum output, nor can you rapidly gain new abilities from this energy alone. What it does guarantee is that you will never tire, never falter, and never find yourself drained in the middle of battle.

Yuumajuu

Yuumajuu Pollution Body [Free for Yuumajuu Only]

As a Yuumajuu, your very existence is intertwined with pollution and corruption, your body a fusion of mythical beasts and natural curses. Unlike ordinary creatures, your form is shaped by the most vile and impure elements of the world, giving you an unnatural resilience and a grotesque adaptability. This twisted nature makes you especially adept at casting spells and performing dark rituals, as your very essence resonates with the foul magic that taints the land.

Even more terrifying is your connection to pollution itself. The more corrupted and defiled an area becomes, the stronger you grow. Poisoned waters, smog-choked skies, and lands ravaged by industry serve as fertile ground for your power, enhancing your abilities and making you an unstoppable force in a world drowning in its own filth.

Pollution Creature [100CP]

Every ability you use now taints the world around you, spreading filth, toxic sludge, and corruption wherever it lands. Whether it's an energy blast, a physical attack, or a spell, its impact leaves behind lingering pollution—turning pristine lakes into poisoned swamps, vibrant forests into withered wastelands, and fresh air into choking smog. This corruption is unnatural and stubborn, making it nearly impossible for the environment to recover without dedicated purification efforts.

Bio Pollution [100CP]

Death at your hands is never clean. When you slay a foe, their body will not decompose naturally—instead, it rots into a toxic hazard, turning into poisonous sludge, acidic remains, or infectious spores that render the land uninhabitable. Over time, the corpses of your victims create expanding dead zones, places where nothing can grow, and nothing can live. Even those who merely walk through these cursed lands will find themselves weakened, sickened, or worse—slowly corrupted into monstrous new lifeforms.

Yuumajuu Dynamic [200CP]

As the ancient rivals of the Gosei Tenshi, you have learned to imitate their Tensou Techniques, allowing you to mimic the abilities of one tribe of your choice—Skick, Landick, or Seaick. While you may not wield them as skillfully as a true Goseiger, you can now counter their techniques with your own twisted variations, turning their own powers against them. In future worlds, this ability allows you to replicate the techniques of long-standing enemy factions, adapting their strengths to your own corrupt and monstrous ways.

Marked Territory [200CP]

Once you claim an area, it is forever tainted by your presence. As long as you actively use and maintain control over the land, it cannot be purified—any attempts to cleanse it will fail or quickly revert, ensuring that your influence remains permanent and undeniable. Whether it's a desecrated wasteland, a blighted fortress, or a city drowning in filth, your domain of corruption is a stronghold of darkness, decay, and destruction.

Yuumajuu Sorcery [400CP]

The ancient magic of the Yuumajuu flows through you, granting mastery over dark and corrupting spells. Your magic is ritualistic and primal, drawing from the pollution, decay, and filth of the world itself. You can cast powerful hexes, summon plague storms, and even twist nature into horrific, toxic abominations. Unlike the elegant techniques of the Gosei Tenshi, your sorcery is brutal, chaotic, and overwhelming, making it difficult to counter. The more polluted the environment, the stronger your spells become, ensuring that your magic thrives in the very ruin you create.

Titan's Strength [400CP]

Like Kinggon of the Bigfoot, your raw physical power is on par with creatures in their Titan forms. Your strikes can crush buildings, tear through mountains, and send enemies flying with earth-shattering force. Your body is built for destruction, capable of shrugging off blows that would obliterate lesser beings. Whether you choose to brawl like a savage beast or wield massive weapons with effortless ease, your strength is a force of nature—unstoppable, undeniable, and utterly terrifying.

Slimes [600CP]

Like Makuin of the Blob, your body is now composed of a sentient, shapeshifting slime, granting you immense adaptability in both combat and survival. Your gelatinous form allows you to withstand physical attacks, as weapons and blows pass through you without causing real harm. You can alter your shape at will, stretching, splitting, or reforming as needed, slipping through the tiniest cracks or engulfing enemies whole. Your body is nearly impossible to destroy, as even if shattered or scattered, you can slowly pull yourself back together.

Beyond mere resilience, your slime has devastating offensive capabilities. You can corrode and dissolve anything you envelop, breaking down armor, structures, and even living beings over time. Your ooze is infused with toxic, polluting elements, making everything you touch a festering wasteland of contamination. The more polluted an area, the stronger and more massive your slime becomes, allowing you to overwhelm even the most powerful foes with your ever-growing, amorphous body.

This ability also makes you a master of deception and infiltration. You can change your color and consistency, mimicking harmless puddles, seeping into locked chambers, or disguising yourself as an innocuous blob before striking unexpectedly. No prison can hold you, no fortress is impenetrable—you are a relentless, ever-expanding nightmare, a creeping tide of unstoppable decay.

Unsealable [600CP]

Unlike the rest of the Yuumajuu, who can be sealed away by the powerful techniques of the Gosei Tenshi, you are an exception to this fate. No matter how advanced or ancient the sealing magic, no technique—not even the ultimate sealing rituals—can bind you permanently. Any attempt to lock you away will crumble, fail, or weaken over time, ensuring that you always return to unleash your corrupting influence once more.

This immunity makes you an unstoppable force in the eternal battle between the Gosei Tenshi and the Yuumajuu. While others may fall into slumber, trapped in forgotten tombs, you will always endure, lurking in the shadows.

Matrintis

Body of the Machine [Free for Matrintis Only]

Your body is a marvel of cold, unyielding technology, a perfect fusion of steel, circuits, and mechanical precision. Unlike fragile biological beings, you feel no fatigue, require no sustenance, and do not age—you are a being of pure, relentless efficiency. Your strength and durability far exceed that of organic creatures, allowing you to crush stone, bend metal, and endure attacks that would obliterate lesser beings.

In battle, your machine form grants immense resistance to traditional Tensou techniques. While powerful attacks may still harm you, weaker or more elemental-based abilities struggle to breach your reinforced mechanical body.

Logical Mind [100CP]

Your thoughts operate with cold, calculated precision, processing information at speeds beyond human comprehension. Emotion does not cloud your judgment; instead, you rely on pure logic to analyze situations, predict outcomes, and determine the most efficient course of action. Whether in battle, strategy, or problem-solving, your rational mind ensures optimal decision-making, making you an invaluable tactician and engineer.

Upgradable [100CP]

Unlike biological beings who are stagnant in their evolution, your mechanical body is fully adaptable. As long as you can obtain compatible technology, you can integrate new upgrades into yourself, improving your strength, speed, durability, or even developing entirely new abilities. Your potential is limitless, bound only by your access to superior technology.

Anti-Protocols [200CP]

Installed within your combat systems is an extensive database of tactics specifically designed to counter the Goseigers. You instinctively know how to neutralize their Tensou Techniques, adapt to their abilities, and predict their strategies with ease. In future worlds, this adaptability extends beyond the Goseigers—before a new jump begins, you may choose one race or faction to gain detailed knowledge on how to counter their abilities, ensuring you are always a step ahead of your foes.

Quick Repairs [200CP]

Your machine body is self-sustaining, allowing you to recover from damage over time. While slow regeneration is automatic, you have also gained the technical skill to repair yourself, drastically accelerating the process. Additionally, you are now proficient in mechanical repair and maintenance, allowing you to fix damaged robotic bodies, cybernetic enhancements, and even advanced machinery with efficiency and precision. Whether repairing yourself or maintaining an army of mechanical warriors, you are never out of commission for long.

Understanding the Heart [400CP]

Despite being a machine, you have gained an intricate understanding of the emotions, desires, and weaknesses that drive organic beings. You can exploit their fears, manipulate their hopes, and anticipate their reactions with terrifying accuracy. This makes you a master of psychological warfare, capable of breaking the spirits of enemies before a battle even begins. Whether through deception, coercion, or subtle influence, you can orchestrate elaborate schemes to bend mortals to your will, making them loyal subjects or unwitting pawns in your greater plans.

Your understanding also extends to sociopolitical structures, allowing you to destabilize nations, create cults of personality, or foster dependence on your rule with minimal resistance. Whether you seek to be a tyrant, a hidden puppet master, or the "benevolent savior" they willingly follow, your ability to shape the hearts and minds of entire populations ensures that organic beings will never be beyond your control.

Non-Threat to the Earth [400CP]

Your tactics and attacks have been optimized to cause minimal harm to the environment, ensuring that your presence does not trigger defensive responses from planetary guardians. Those who protect the world as a whole—whether divine beings, nature spirits, or planetary sentinels—will struggle to perceive you as a true threat, drastically reducing their hostility and effectiveness against you. Instead of fighting off cosmic retribution or divine punishment, you can maneuver undisturbed, while stronger forces waste their power against more destructive foes.

This effect carries over into future worlds, where entities that exist to preserve balance, defend the planet, or uphold cosmic harmony will only see you as half the threat you would normally be. While other conquerors and invaders attract the full wrath of powerful defenders, you can work in the shadows or establish influence unchallenged, taking control without provoking an overwhelming response.

Salvation Cell [600CP]

Your body has been rebuilt with advanced self-preservation systems, similar to those of Robogog of the 10-Sai. No matter how devastating the damage you suffer, as long as a single piece of your body remains, you can eventually restore yourself to full functionality. Even complete destruction is merely a setback, as your body will initiate a self-reconstruction sequence, pulling from backup designs, stored schematics, and even surrounding materials to rebuild itself from near-total annihilation.

However, this process is not without its limits. Due to the inferior version of this technology, you can only activate this restoration once per jump or once every ten years, requiring extensive time to recharge and recalibrate between uses.

Genius Brain [600CP]

Modeled after the intellect of Robogog of the 10-Sai, your mind has been elevated to levels of mechanical genius, capable of creating, modifying, and refining Matroid designs far beyond standard technology. You can optimize machines for maximum efficiency, develop entirely new robotic lifeforms, and integrate powerful upgrades into existing constructs. Whether you seek to construct an unstoppable army, develop groundbreaking cybernetics, or forge machines that defy known science, your intellect ensures that you can adapt, innovate, and dominate any technological battlefield.

Additionally, your brain has been upgraded with advanced data storage and transfer capabilities. You can retain and process vast amounts of information, allowing you to analyze schematics in an instant, absorb knowledge directly from digital sources, and even store your consciousness within external databases as a fail-safe against destruction. With your ability to transfer data between bodies and networks, you can continue your work even if your current form is lost, ensuring that your knowledge and influence persist indefinitely.

Monster Powers [Warstar / Yuumajuu / Matrintis Only]:

As a chosen harbinger of destruction, you wield the fearsome powers of your origin, ensuring that the forces of Earth and the Goseigers tremble before your might. Whether you hail from the insectoid legions of Warstar, the ancient pollution-born monstrosities of Yuumajuu, or the cold, calculating machines of Matrintis, you have been forged into a relentless adversary, destined to spread terror and devastation.

To solidify your dark and overwhelming power, you receive one 200 CP ability and one 400 CP ability for free, drawing from your faction's arsenal of sinister techniques. These abilities form the foundation of your monstrous prowess, allowing you to crush, corrupt, or conquer with terrifying efficiency. Additionally, you gain access to a 600 CP ability at a discount, granting you one of your faction's most devastating ultimate techniques at a fraction of its true cost.

Warstar

[200CP]

Rock Blast

You possess the ability to suck up rubble into your stomach grinder, compressing it into deadly projectiles before launching them in rapid succession at your enemies. These rocks strike with tremendous force, capable of breaking through defenses and overwhelming foes with sheer volume.

Boulder Roll

By absorbing debris, you can form a massive boulder within your body and roll it at high speeds, crushing everything in your path. Whether you are plowing through buildings, steamrolling enemies, or creating massive destruction, your unstoppable momentum ensures that nothing stands in your way.

Beams

You can fire powerful energy beams from your mouth, capable of tearing through obstacles, incinerating foes, and leaving nothing but destruction in their wake. Whether used for precision strikes or large-scale devastation, these beams make you a terrifying opponent.

Heat Exertion

Your body radiates immeasurable heat, enough to melt metal, ignite surroundings, and make the air shimmer around you. Anything that comes close is scorched beyond recognition, ensuring that only the most heat-resistant foes can even attempt to stand against you

Spin Crisis

You can rapidly spin in place, generating a tornado of fire that incinerates anything caught within its path. This fiery whirlwind acts as both an offensive weapon and a defensive barrier, making it almost impossible to approach you unscathed

Energy Absorption

You possess the terrifying ability to absorb energy from your surroundings, draining power from the environment and even leeching the energy of Gosei Power itself. With each absorption, you become stronger and more resilient, turning the strength of your enemies into fuel for your own might.

[400CP]

Boulder Roll

By absorbing debris, you can form a massive boulder within your body and roll it at high speeds, crushing everything in your path. Whether you are plowing through buildings, steamrolling enemies, or creating massive destruction, your unstoppable momentum ensures that nothing stands in your way.

Blue Fireballs

From your hands, you unleash large blue-colored fireballs, creating massive explosions that can engulf entire battlefields. These flames are so intense that they reshape the terrain, turning the ground into a charred wasteland of destruction.

Cryokinesis

You wield the power of ice and snow, channeling it through the two snowflake-like wings on your back. With a mere gesture, you can freeze entire landscapes, encasing your enemies in thick layers of ice or summoning blizzards that turn the battlefield into a frozen wasteland.

Electric Disrupt

With a mere touch or pulse of energy, you can disrupt electrical currents, causing machines to malfunction and fail. Against living beings, this ability scrambles their brain's bioelectric signals, rendering them unable to coordinate their movements or execute their abilities properly. Even beings as powerful as the Gosei Angels struggle against this interference, making you a true nightmare on the battlefield.

Fire Shield

You can summon a flaming energy barrier, rendering you completely immune to energy-based attacks. This shield burns so intensely that it disintegrates incoming projectiles and incinerates anyone foolish enough to attack you head-on.

[600CP]

UFO Split

You can divide your body into multiple smaller UFO-like drones, each one capable of flying independently and evading attacks with rapid movement. Whether you overwhelm opponents with sheer numbers, scout multiple areas at once, or reform at will, this ability makes you extremely difficult to pin down and destroy.

Abduction

You possess the power to capture and abduct targets, pulling them into your grasp and removing them from the battlefield. Whether you choose to store them as trophies, transport them elsewhere, or eliminate them in isolation, your ability to snatch enemies from their surroundings makes you a terrifying force to face.

Genius Flu Virus

From your very breath, you unleash a powerful virus that initially enhances intelligence, turning victims into genius-level thinkers. However, as the infection progresses, they mutate into mindless soldiers, completely under your control. To regulate the spread, you wear a specialized mouthguard, ensuring you release the virus only when needed.

Corona Crisis

In your ultimate attack, you supercharge yourself with maximum energy, releasing a barrage of blazing energy spheres into the sky. These spheres rain down upon your enemies like a cataclysmic meteor shower, leaving nothing but ashes and ruin in their wake.

Portal Creation

You can open massive "gate" portals, sending objects or enemies into an inescapable dimension. These portals are nearly impossible to escape from—except for a single hidden exit, concealed by the overwhelming blinding light that masks its location.



Yuumajuu

[200CP]

Poison Blast

You can spit a vile, green sludge-like poison at your enemies, and those struck by it transform into a goo-like substance that seeps into the ground, further polluting the environment. Anyone hit is effectively considered "dead", their bodies dissolved into pollution itself—until you are destroyed, at which point the effect reverses. Even those with protective armor will find themselves severely weakened, their strength almost entirely drained.

Burrowing

You can dive underground and tunnel through solid matter at incredible speeds, allowing you to ambush enemies from below or escape before they can react. No structure, no fortress is safe—you move like a living earthquake, tearing through stone and steel with ease.

Accursed Whip

By unleashing special brainwashing bandages, you can bind and enslave anyone they touch. More insidiously, these cursed wrappings don't just affect the direct target—anyone who sees or watches a victim wearing them becomes infected as well, spreading your control like a contagious plague.

Super Jumps

Your nimble legs let you leap at extreme heights, allowing you to dodge attacks effortlessly, scale buildings with ease, and escape danger in an instant. Your jumps are so quick and unpredictable that enemies will struggle to track your movements.

Extending Anatomy

Your neck and tail can stretch to unnatural lengths, allowing you to attack enemies from unexpected angles. Whether you want to strike from a distance, wrap around foes to restrain them, or lash out with whip-like precision, your extended limbs make it impossible for opponents to predict your next move.

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Zaigo Stardust

From one hand, you unleash a stream of burning sparks, scorching everything in its path. This attack can be used to blind, burn, or weaken enemies with overwhelming heat.

[400CP]

Ticks

You command small, parasitic ticks that serve a variety of sinister functions:

People Absorption: The ticks latch onto their victims and consume them entirely, transporting them instantly to wherever you desire.

Energy Transmitting: You can use two ticks as conduits, allowing one to absorb energy from a source and transfer it to another tick elsewhere. This makes it possible to steal and weaponize energy—even from powerful beings like Gosei Knight.

Fluff Balls

You can scatter tiny, cursed fluff balls that infect people in love, causing their emotions to spiral out of control into dangerous obsession. As their love warps into chaos, you feed on their extreme emotions, growing stronger from their suffering.

Yuumajuu Illusions

By spraying a thick, white mist from your mouth, you create phantom illusions of Yuumajuu, confusing and distracting foes. These illusions cannot be harmed and do nothing but loom ominously, moving just enough to unsettle their targets.

Hypnoti-Eyes

Your eyes possess a mesmerizing power, allowing you to hypnotize anyone who meets your gaze. Under your influence, they lose all emotions and motivation, becoming empty husks willing to obey your every command.

Dream Eating

You have the ability to consume dreams, originally only when people were asleep. However, you can devour dreams even in the waking world. Victims whose dreams are consumed collapse to the ground, their bodies growing roots that drain life from the earth itself, accelerating its decay into rot and ruin.

[600CP]

Shadow Stealing

You possess the terrifying ability to steal the shadows of your victims, leaving them crippled and powerless. Without their shadow, they suffer severe weakness, fading into an almost ghostly existence, unable to fight or resist. Those who lose their shadow to you may never recover, unless you choose to return it... or are destroyed.

Spark Generation

You can create powder-like sparks that rapidly raise the body temperature of humans, making them feel as if they are burning from the inside. In addition, these sparks ignite easily, allowing you to set objects or even people on fire with just a touch.

Golden Dust

You can spray golden dust that causes hallucinations, making victims see their loved ones or cherished figures in your place. This ability allows you to manipulate and deceive with terrifying ease, as those under its effects will struggle to recognize the truth.

Seashells of Insecurity

You can attach enchanted seashells to your victims, causing them to forcefully express their deepest insecurities. However, the effect is twisted—instead of realizing their self-doubts, they believe that others see them as weak or unworthy, turning friends and allies against each other in paranoia and conflict.



Matrintis

[200CP]

Perfect Defense Guard Dash

You can retract your limbs and transform into a high-speed wheel, rushing at enemies with an unstoppable charge that smashes through obstacles and foes alike.

Scan

Your advanced sensors analyze opponents, identifying their strengths, weaknesses, and attack patterns, allowing you to exploit their vulnerabilities with precision.

Chain Blast

You fire chains from your body, ensnaring enemies to immobilize them or pull them toward you for a devastating follow-up attack.

Laser Vision

Your optical sensors fire highly focused red energy lasers, capable of cutting through armor and dealing pinpoint damage.

Laser Blast

In addition to precision lasers, you can fire a more powerful red energy blast, delivering a concentrated explosion of energy from your sensor.

[400CP]

Super High-Speed Vernier

You possess shoulder-mounted thrusters that allow you to fly at supersonic speeds, making you incredibly fast and nearly untouchable in the air.

Variable Wing Tonfa

You wield a pair of adaptable tonfas, perfect for both close-quarters combat and deflecting enemy attacks with quick, precise strikes.

Mobile 30mm Machine Gun

Turrets mounted on your body unleash rapid-fire 30mm rounds, allowing you to pepper opponents with relentless gunfire.

Mach Extreme

Your signature move—you unleash a barrage of missiles from your back, bombarding enemies with an unavoidable storm of explosive destruction.

[600CP]

Time Reverse

Using your Reverse Timer, you can rewind time by 10 seconds, allowing you to undo attacks before they land, reposition yourself, or counter an opponent's strategy before they even realize it.

Nano Body

Your entire form is composed of nanomachines, granting you unmatched adaptability and self-repair capabilities. Damage is quickly mended as the nanites reconstruct you, and you can reshape your limbs into various tools or weapons as needed. Additionally, your nano-structure resists most conventional attacks, making you incredibly durable and hard to destroy.

Warp Drive

You are equipped with a built-in warp system, allowing you to instantly teleport across short distances in battle or travel vast distances at near-instant speeds. This makes you incredibly hard to hit, as you can vanish and reappear before your enemies can react. When fully charged, your warp drive can enable interstellar travel, letting you move between planets or even dimensions with ease.



Unique Powers

If the range of powers listed for each faction doesn't appeal to you, you have the option to create your own abilities! These custom abilities come at a cost of 200, 400, or 600 CP, with their potency scaling accordingly. You may also apply any discounts you qualify for, ensuring you can build an ability set that matches your personal style while staying true to the core themes of your chosen faction.

However, there are restrictions on the nature of these abilities, as they must align with the core themes and goals of each faction that you choose in the beginning. Also when creating your own ability, keep these **power levels in mind**:

- **200 CP** : A solid, useful ability, but with clear limits. It enhances your combat or support role, but it won't completely dominate battles.
- **400 CP** : A significant power, allowing you to perform feats comparable to major faction members, with a strong destructive or strategic application.
- **600 CP** : A devastating ability, putting you on par with elite enemies or high-ranking faction members, with battlefield-changing effects or large-scale influence.

The Warstar invaders are dedicated to eradicating all organic life on a planet so they can mine it for resources. As such, any custom powers you create must align with methods of large-scale destruction that render a planet uninhabitable without outright vaporizing it. These abilities could include:

- **Environmental Catastrophe**: The power to alter planetary conditions, such as creating massive storms, triggering volcanic eruptions, or draining the atmosphere.
- **Biological Warfare**: The ability to release deadly plagues, poison ecosystems, or dismantle organic life at a cellular level.
- **Energy Manipulation**: The power to generate concentrated destruction, such as planet-scarring energy blasts, radiation storms, or gravity manipulation that rips apart landscapes.
- **Alien Horror Influence**: You may also take inspiration from extraterrestrial horror creatures—think of parasitic infestations, mind-warping energy fields, or shadow-like creatures that erase life on contact.

The Yuumajuu exist to spread pollution and twist the natural world into a wasteland of filth. All custom abilities must be thematically linked to pollution, mutations, or ecological corruption. Their magic also plays a role, as many Yuumajuu utilize twisted witchcraft in their monstrous abilities. Possible abilities could include:

- **Toxic Mastery:** The ability to generate and control pollutants, such as acidic rain, smog storms, radioactive sludge, or oil spills.
- **Mutagenic Influence:** The power to corrupt lifeforms, turning them into monstrous abominations, driving them insane, or twisting nature into a hostile, mutated nightmare.
- **Plague Conjunction:** Creating diseases that spread through water, air, or land, weakening foes over time or making entire areas uninhabitable.
- **Dark Elemental Magic:** Magic linked to poison, decay, rot, and unholy transformation, making use of monstrous rituals to corrupt and taint reality.
- **Monster Themes:** You can also draw inspiration from classic movie monsters—anything terrestrial and horror-related (e.g., giant insects, parasitic fungi, toxic mutants) is fair game

The Matrintis Empire is a civilization of advanced machine lifeforms, and as such, their powers must be mechanical enhancements or scientific advancements built into their robotic bodies. Your custom abilities must fit within the realm of sci-fi technology and mechanical evolution. Possible powers could include:

- **Cybernetic Upgrades:** Installing powerful weapons, tools, and gadgets, such as energy shields, plasma weaponry, or nanomachine regeneration.
- **AI-Based Enhancements:** Advanced processing units that allow you to predict enemy movements, hack into technology, or manipulate electronic systems at will.
- **Mechanical Adaptation:** The ability to assimilate technology, self-upgrade, or evolve into more advanced forms over time.
- **Energy Manipulation:** Utilizing hard light constructs, gravity distortion fields, or electromagnetic warfare to cripple enemies.
- **Inspirations from Sci-Fi Machines:** You can look at classic robot-themed sci-fi movies for ideas—things like cloaking technology, energy absorption, or self-replicating nanotech could fit into your arsenal.

Items:

You receive discounts based on your origin with 100 CP discounted ones being free. Also any items bought here can be imported to similar items.

General

Tensouder [Free – Only for Gosei Tenshi Apprentice]

A mystical transformation device granted to those chosen as apprentices of the Gosei Tenshi. The Tensouder functions as both a morphing tool and a magical focus, allowing the user to invoke their divine power and assume their warrior form. By inserting a Gosei Card into the device, the apprentice can unleash powerful abilities, enhancing their elemental affinity and combat prowess. Additionally, the Tensouder serves as a supernatural radar, detecting dark forces and anomalies that threaten the balance of the world. Each Tensouder is uniquely attuned to its wielder, glowing with their celestial energy when activated.

Leon Cellular [Free – Only for Gosei Header]

A sacred artifact granted exclusively to those who have achieved the rank of Gosei Header, the Leon Cellular serves as both a conduit for divine energy and a key to unlocking greater celestial transformations. Rather than relying on traditional inputs, the wielder channels their power through this device, inscribing a Gosei Sigil to activate its functions. This allows them to achieve a higher state of power, enhancing their elemental abilities and granting them greater command over their divine attributes. Additionally, the Leon Cellular acts as a direct link to the celestial realms, permitting communication with other Heavenly Saints or powerful cosmic entities.

Bibi Bug Hive [400 CP]

A horrifying nest of ever-spawning Bibi Bugs, twisted creatures born from the dark remnants of fallen civilizations crushed under Warstar's might(or the story goes). These one-eyed, bat-winged abominations serve a terrifying purpose—to resurrect the dead and make them stronger. When a monster falls in battle, six Bibi Bugs swarm over its broken form, their bodies glowing with sinister energy as they etch Brajira's sigil into its remains. Within moments, the corpse rises once more, larger, stronger, and more monstrous than before, its essence now fully enslaved to the Warstar's will. No matter how mighty the warrior, death is no escape—not when the Bibi Bugs are near.

But the hive is not merely a tool for resurrection. It is also the breeding ground for Warstar's foot soldiers—the Demon Bug Soldiers Bibi. These mindless, insectoid minions are endlessly spawned from the hive, crawling out of the pulsating mass in wave after wave. Their bodies are resilient, their claws razor-sharp, and their obedience absolute. With the hive at your command, you can summon these creatures at will, overwhelming enemies with sheer numbers and never-ending assaults. Even should they fall, their corrupt essence lingers, tainting the battlefield and ensuring that Warstar's presence is eternal.

Gosei Card Collection[Free Gosei Tenshi Apprentice/400CP/600CP]

The Gosei Card Collection is a mystical arsenal of powerful cards that grant the wielder access to the divine techniques of the Gosei Tenshi. These enchanted cards are designed to work in harmony with the Tensouder, serving as the primary tool for unleashing Tensou Techniques. Each card holds a specific power, activated with the command "Tensou!", allowing the user to summon weapons, perform unique attacks, or even call forth legendary mecha to aid them in battle. These cards are imbued with celestial energy, making them a crucial tool for any Gosei Tenshi who seeks to harness their full potential. But for you you can just hold the card and activate it from your hand.

For those who walk the path of a Gosei Tenshi Apprentice, a free collection of basic cards is granted, but they are limited to the powers of their own tribe. These apprentices can wield only the most fundamental techniques, carefully guided by the wisdom of their celestial lineage. However, those who wish to transcend these limits may invest 400 CP to obtain the full deck of Gosei Cards from all three tribes—Skick, Landick, and Seaick—allowing for a versatile mastery of celestial combat. With this expanded collection, the wielder gains access to a far greater variety of attack cards, transformation cards, and summon cards, making them a formidable force in battle. These cards don't include the headers cards.

For those who seek true customization and forbidden power, an investment of 600 CP grants access to the Black Cards—a mysterious and highly sought-after set that allows the wielder to inscribe their own abilities upon them. These rare and enigmatic cards act as blank slates, capable of holding unique powers forged through the wielder's journey across multiple worlds. Unlike standard Gosei Cards, which are limited to pre-existing techniques, the Black Cards let their user craft one-of-a-kind abilities, making them an invaluable tool for those who wish to shape their own destiny beyond the constraints of tradition.

Headders Card [1 Free for Gosei Header / 400 CP Each]

The Headders Card is a powerful artifact that grants the wielder the ability to summon a group of legendary Headders, divine beings who take the form of mystical animal spirits. These Headders serve as both companions and combat allies, offering enhanced support, additional attacks, and even the ability to merge with mecha to unleash devastating power. Each card holds a different set of Headders that you decide what the species are., representing a specific elemental affinity and battle style, ensuring that their summoner gains a tactical edge in any fight.

For those who hold the title of Gosei Header, one Headders Card is granted for free, attuned to their celestial lineage. Others who seek to command the power of these mighty beings must pay 400 CP per card, allowing them to expand their roster of summoned allies. Below is the selection of Headders available for summoning:

- **Exotic Brothers** – A unique and unpredictable of four Headders, wielding unconventional abilities that defy standard elemental classifications. As 4 dragons are summoned and their power is a blend of mystical energy and raw force, offering surprising utility in battle.
- **Skick Brothers** – A group of three wind-elemental Headders, granting unparalleled mobility, aerial combat prowess, and enhanced wind-based techniques. Perfect for those who wish to dominate the skies and strike with the speed of a storm.
- **Landick Brothers** – The embodiment of earth and strength, these three Headders offer unmatched defense, seismic attacks, and reinforcement techniques. Ideal for those who seek immovable power and overwhelming force in battle.
- **Seaick Brothers** – A group of three water-elemental Headders, wielding the ability to control tides, summon waves, and unleash aquatic devastation. Their support enhances the wielder's adaptability, making them a deadly presence in both land and sea combat.
- **Mystic Brothers**- The Mystic Brothers are a dynamic duo of auxiliary Headders, consisting of the ostrich-like Mystic Runner and the Egg Header. In combat, Mystic Runner utilizes its incredible speed and powerful legs to kick the Egg Header at enemies like a high-speed projectile, dealing heavy impact damage. Additionally, it can fire green energy bolts from its beak, providing long-range offensive capabilities. This Header set excels in agile hit-and-run tactics, delivering unpredictable attacks that can outmaneuver most foes.

Mecha [600 CP Each]

The Mecha are the legendary mechanical titans piloted by the Goseigers, each infused with the divine power of the Gosei Headders. These powerful constructs are summoned through Tensou Techniques, combining their might into towering warriors capable of battling colossal threats. Each Mecha offers a unique combat style, specialized weaponry, and combination potential with other units. For 600 CP, you may acquire any of the following Mecha, allowing you to summon and pilot them at will.

Gosei Great

The first great combination of the Goseigers, Gosei Great is formed by uniting the five primary Headders into a massive warrior. Gosei Dragon becomes the main body, while Gosei Phoenix, Snake, Tiger, and Shark form its limbs. This

Mecha excels in agile aerial combat, powerful elemental strikes, and its devastating Dragon Sword attack, which channels all five elemental forces into a single slashing technique capable of cutting through enemies with ease.

Gosei Ground

A heavy-duty land-based Mecha, Gosei Ground emerges when Groundion, the mighty lion-like machine, fuses with the Knight Brothers—Sealion and Skyon. Unlike the swift aerial tactics of Gosei Great, Gosei Ground is designed for immense durability, overwhelming strength, and crushing melee combat. It specializes in earth-shattering punches, ground-based shockwaves, and powerful seismic attacks that leave enemies unable to stand.

Wonder Gosei Great

An advanced evolution of the Gosei Great, this fusion occurs when the Gosei Wonder Hadders unite to form a more powerful, versatile, and heavily armed Mecha. By integrating Gosei Bird, Kabuto, Crocodile, Elephant, and Dolphin, this machine gains access to aerial maneuvers, heavy artillery, and aquatic combat capabilities, making it an adaptable warrior in any environment.

Gosei Ultimate

The final and most powerful Mecha of the Goseigers, Gosei Ultimate is a massive war machine built by the Gosei Angels themselves. Unlike the others, it does not require individual Hadders to form—instead, it is a self-contained, fully autonomous titan that can shift between a jet-like Ultimate Mode and a towering combat form.



Gosei Tenshi Apprentice

Blessed Wing Insignia [100 CP]

This small, enchanted badge serves as a mark of your connection to the Gosei Tenshi, resonating with celestial energy. While worn, it subtly enhances your magical recovery speed, allowing you to regain energy more efficiently after using spells or abilities. Additionally, it acts as a minor communication device, enabling you to send and receive short-range telepathic messages with fellow apprentices. Its glow intensifies when a fellow Gosei Tenshi is nearby, making it useful for coordination in battle or training exercises.

Elemental Study Codex [100 CP]

A beautifully bound magical tome containing fundamental teachings of the Skick, Landick, and Seaick Tribes, this codex serves as an invaluable learning tool for apprentices. Within its pages are detailed explanations of elemental theory, techniques, and history, allowing the wielder to expand their knowledge and refine their abilities. The book is enchanted to automatically update with new insights as the apprentice grows in skill, making it a lifelong companion for those seeking mastery over Gosei magic.

Healing Waters Vial [200 CP]

This small container is filled with blessed water from the sacred springs of the Seaick Tribe, imbued with powerful restorative properties. Drinking from it rapidly heals minor wounds, restores stamina, and alleviates fatigue, making it an essential tool for apprentices pushing their limits. The water can also be poured onto others, transferring its healing effects, though the vial refills slowly over time. It is especially effective when used in conjunction with other Seaick-based healing techniques.

Miniature Tensouder [200 CP]

A compact version of the Tensouder, designed specifically for apprentices still learning to harness their full potential. While it lacks the ability to trigger complete transformations, it can still activate basic Gosei Cards, allowing for simple yet effective magical techniques and minor combat enhancements. This device serves as both a training tool and a reliable aid in battle, helping apprentices develop their skills while maintaining a connection to the greater Gosei power.

Datas [400 CP]

Datas is a sentient support robot dispatched by Master Head to aid the Gosei Tenshi on Earth. Initially resembling a small arcade machine, Datas serves as an emergency system and an intelligence hub for tracking threats. Despite his mostly dormant state, he awakens when danger is near, pinpointing Warstar, Yumajuu, and Matrintis activity with remarkable accuracy.

Though not designed for combat, Datas provides crucial tactical analysis and real-time battlefield support. His built-in communication link allows contact with the Gosei World, offering guidance and status updates. Despite his robotic nature, Datas has a warm and friendly personality, always eager to assist. With the right upgrades, he can even transform into Datas Hyper, a powerful support mecha capable of aiding in large-scale battles.

Gosei Apprentice's Armament [400 CP]

A personalized weapon infused with Gosei energy, crafted to complement the wielder's fighting style and elemental affinity. Whether a sword, staff, bow, or another weapon of choice, it grows in power alongside its wielder, adapting to their evolving skills. This armament not only enhances physical combat but also serves as a conduit for elemental energy, allowing the user to channel and amplify their magical abilities with greater precision. With training, the weapon may even unlock unique transformations or special techniques.

Gosei World [600 CP]

A celestial realm that serves as the home of the Gosei Tenshi, Gosei World exists high above the Earth, hidden from ordinary sight. This divine domain is a sanctuary of peace and magic, filled with floating islands, majestic temples, and rivers of pure energy that flow through the skies. The land itself resonates with elemental power, strengthening those who are attuned to its energies. Those who reside here have access to training grounds designed to refine their abilities, libraries containing ancient knowledge, and sacred springs that enhance magical potential.

Beyond its role as a sanctuary, Gosei World serves as the command center for the Gosei Tenshi, allowing them to monitor Earth and intervene when necessary.. You may even establish your own personal sanctum, customizing a section of the realm to reflect your own elemental strengths and goals. With Gosei World as your base, your connection to celestial power will never waver.

Gosei Header

Headdress of the Skyborne [100 CP]

A ceremonial crest worn by Gosei Headers to signify their status and deep connection to their tribal abilities. When worn, this headdress passively enhances the wearer's elemental control, making transformations smoother and increasing their ability to channel their tribe's unique powers. Additionally, the Headdress acts as a beacon for Headers of the same affinity, subtly attracting them and making it easier to form bonds with new allies.

Header Tracker Lens [100 CP]

This specialized eyepiece is designed to detect the energy signatures of Headers within a significant radius, ensuring you never lose track of them. It can differentiate between friendly and hostile Headers, track their movements over time, and even scan them for injuries or abnormalities. Unlike standard tracking tools, this lens retains its effectiveness in all future worlds, adapting to new forms of energy detection so that your connection to Headers remains intact no matter where you go.

Elemental Infusion Glyph [200 CP]

A powerful magical seal that, when placed on a Header, temporarily enhances its attacks by infusing them with your chosen elemental affinity. This can be used to create devastating hybrid techniques, such as a fire-infused charge attack or an electrically charged aerial strike. The infusion not only strengthens their offensive capabilities but also provides temporary resistance to opposing elements, making it a valuable tool for overcoming tough opponents. While the effect fades over time, the Glyph can be reapplied after a short cooldown period.

Header Evolution Sigil [400 CP]

A sacred emblem imbued with the power of the Gosei World, this artifact allows a Header to accelerate its natural growth and evolution, reaching a new level of power faster than it normally would. This evolution is not just physical—new abilities, heightened intelligence, and improved coordination with its summoner are also gained. The Sigil's effects are permanent, ensuring that the Header retains its new form and abilities in all future battles. However, the evolution process is gradual and requires time, ensuring that the transformation feels natural rather than an instant power-up.

Header Command Crest [400 CP]

This powerful artifact is worn as a brooch or embedded into armor, granting absolute authority over summoned Headers. With the Crest, Headers respond more intuitively to commands, understanding complex strategies and even acting independently in battle to support you. Their loyalty is significantly enhanced, forging an unbreakable bond that ensures they will never turn against you. Additionally, the Crest enhances your ability to summon Headers more quickly, shortening their response time in battle and ensuring that they arrive at your call exactly when needed.

Gosei Island [600 CP]

A mystical sanctuary hidden from the eyes of ordinary beings, Gosei Island serves as the ultimate resting ground for all Headers you have bonded with and summoned. This floating island, imbued with celestial energy, provides a perfect environment for Headers to recover, train, and even evolve over time. The island is vast, featuring diverse biomes tailored to different Header types, from lush forests to deep ocean caverns and towering mountain peaks.

Owning Gosei Island also ensures that your journey will never be without the presence of Headers. In future worlds, the probability of encountering new Headers is never zero, increasing the likelihood of forging new bonds and expanding your roster. Additionally, Headers residing on the island may begin to develop mechanical enhancements or even gain mecha of their own, further strengthening their combat potential.

Warstar

Atmospheric Corruptor Drone [100 CP]

A sinister, self-sustaining drone built for planetary subjugation, the Atmospheric Corruptor Drone slowly alters a world's environment to Warstar's benefit. It releases a near-invisible stream of alien compounds and radiation into the air, subtly modifying the atmosphere over weeks or months. Deployed in large numbers, these drones can increase toxicity, weaken ozone layers, or cause extreme climate shifts, forcing native life to struggle for survival. Whether preparing a world for invasion or ensuring its complete decay, these drones are a patient but inevitable doom for any civilization unfortunate enough to be targeted.

Plasma Conductor Blade [100 CP]

An elite weapon of Warstar enforcers, the Plasma Conductor Blade is a sleek, high-frequency sword that generates a superheated plasma edge at the flick of a switch. Light yet devastating, it can cut through most conventional armor as if it were paper. Built with adaptability in mind, the blade can also be modified to channel different energy types, from corrosive radiation to disruptive electrical currents. Whether in the hands of a Warstar general or a ruthless assassin, this blade ensures that any foe who dares resist will be swiftly and efficiently eliminated.

Bio-Toxin Canisters [200 CP]

A devastating weapon in Warstar's arsenal, these Bio-Toxin Canisters contain some of the most lethal biological agents ever engineered. Designed to spread sickness, decay, and genetic corruption, these canisters can be tailored to target specific species or deployed as a broad-spectrum bioweapon, eradicating entire populations. Once released, the toxins break down organic matter, crippling ecosystems and rendering entire regions uninhabitable. Though immensely powerful, they require careful handling—one wrong move, and the Warstar forces could find themselves caught in their own plague.

Exo-Carapace Armor [200 CP]

The Exo-Carapace Armor is a masterpiece of Warstar bio-engineering, a living fusion of organic resilience and mechanical endurance. Grown rather than forged, this armor bonds with its wearer, adapting to their physiology for maximum efficiency. Its chitinous plating offers unparalleled resistance to kinetic strikes, energy blasts, and environmental hazards, while a self-repair function allows it to regenerate minor damage over time. The armor's adaptive defense mechanism enables it to momentarily harden upon impact, reducing incoming damage and making it an exceptional tool for frontline warriors and elite Warstar enforcers. Additionally, the Exo-Carapace can adjust to different planetary conditions, ensuring survival even in the most extreme environments.

Terraforming Swarm [400 CP]

The Terraforming Swarm is a vast collective of self-replicating biomechanical drones, each programmed to reshape a planet's ecosystem to suit Warstar's needs. Once deployed, these drones consume, disassemble, and reconstruct the environment—draining oceans, igniting forests, altering atmospheric composition, and even spreading toxic fungal growths designed to weaken native lifeforms. Over time, a thriving world can be twisted into an inhospitable wasteland, ideal for Warstar occupation. The swarm works autonomously, but a skilled Warstar commander can direct its destruction with surgical precision to cripple enemy strongholds while preserving valuable resources.

Assimilation Engine [400 CP]

A horrific fusion of technology and biological corruption, the Assimilation Engine is a towering Warstar construct that converts organic beings into biomechanical servitors. Those caught in its energy field merge with invasive mechanical components, their flesh replaced with cold, unfeeling cybernetics. The transformation is agonizing, erasing memories and free will, leaving only loyal, mindless slaves to serve the Warstar Empire. Entire populations can be enslaved and repurposed, ensuring that resistance is not just defeated but consumed—leaving nothing but an army of former enemies forever bound to their new mechanical masters.

Warstar Starship [600 CP]

The Warstar Mothership, the Universal Mothership Invader, is a massive and imposing interstellar warship that serves as both a mobile command center and an engine of planetary conquest. Towering over lesser vessels, it bristles with advanced weaponry, impenetrable defenses, and an array of sinister technologies designed to subjugate entire worlds. These ships are built for dominance, capable of deploying entire invasion fleets while ensuring Warstar forces have an unassailable foothold in any theater of war.

The ship's primary weapons systems include colossal Planet-Buster Cannons, capable of unleashing concentrated plasma blasts strong enough to reduce cities to molten craters. Swarms of Auto-Hunter Drones patrol the ship's perimeter, targeting enemy fighters and intruders with ruthless efficiency. Additionally, the vessel houses Gravitic Disruptors, which can destabilize planetary environments, causing devastating storms, earthquakes, and gravitational anomalies to weaken resistance before an invasion even begins.



Yuumajuu

Contaminated Grimoire [100 CP]

This foul, leather-bound tome oozes with dark energy, its pages etched with ancient, corruptive runes that seem to writhe when gazed upon. Within its cursed texts lies a vast array of magic dedicated to poison, decay, and monstrous transmutation, each spell designed to twist the natural world into something grotesque. When cast, its incantations can rot entire structures, turn clean water into a putrid sludge, or warp living beings into horrific abominations that serve the caster. However, the book's magic is not without consequence—every spell cast seeps into the mind of its user, whispering insidious thoughts and urging them toward greater destruction. The more one relies on its power, the harder it becomes to resist its pull, until eventually, the wielder becomes an extension of the book's vile will, a harbinger of corruption and ruin.

Sludge Crawler Pet [100 CP]

At first glance, this tiny, squirming glob of toxic sludge might seem like nothing more than an animate puddle of filth, but do not be fooled—this living mass of pollution possesses a cunning mind, an insatiable hunger for contamination, and a surprising amount of mobility. It can slither through cracks, ooze into tight spaces, and even dissolve weak materials such as wood, cloth, or corroded metal, making it a perfect scout and saboteur. If exposed to additional pollution, such as oil spills, toxic waste, or industrial runoff, it will greedily absorb the filth and grow in size and potency, even developing new mutations such as acidic tendrils or increased movement speed. Though it lacks combat ability, it is an invaluable companion for those who seek to spread decay, capable of infiltrating enemy bases, ruining clean water supplies, or simply lurking in the shadows, waiting for the perfect moment to unleash its vile presence.

Pestilence Mandibles [200 CP]

These grotesque, chitinous mandibles pulse with unholy energy, twitching as if eager to sink into flesh. Whether worn like a mask or fused directly into the user's jaw, they grant terrifying abilities suited for the most monstrous of warriors. With a bite strong enough to shear through steel like paper, they can easily tear through armor, machinery, or even reinforced fortifications. The mandibles also secrete a paralytic venom, capable of numbing entire limbs with a single bite, rendering enemies helpless as their bodies betray them. But their true horror lies in their ultrasonic shriek—a piercing, inhuman scream that disorients foes, scrambles delicate electronics, and sends lesser creatures into a frenzy of fear. However, these powers come at a cost. The longer the mandibles are used, the more the wearer's body twists and warps into something insectoid, their instincts clouded by a creeping hunger for flesh, their form mutating into something truly monstrous.

Corrupting Seed Pod [200 CP]

This pulsating, vein-covered pod throbs with an unnatural rhythm, exuding a faintly rancid odor that signals the decay it brings. When planted into soil, water, or even the corpses of fallen enemies, it takes root with unnatural speed, sending out writhing tendrils that choke the land, leeching its vitality and replacing it with a nightmarish tangle of thorned vines, venomous fungi, and disease-ridden roots. Within mere hours, the terrain is unrecognizable, transformed into a twisted, polluted wasteland where only the most corrupted life can thrive. Non-Yuumajuu beings will find themselves weakened, poisoned, or driven mad by the toxic air, while those aligned with destruction and decay will find the land an ideal breeding ground for further corruption. Once fully established, the terrain becomes self-sustaining, continuing to spread its blighted influence unless actively purged—something far easier

Blightstorm Core [400 CP]

A writhing, organic mass, the Blightstorm Core pulses with a sickly green glow, its surface shifting like something trapped inside is trying to claw its way out. When activated, it erupts into the sky, releasing an ominous stormfront of choking miasma, acidic downpours, and corroding winds. The very air becomes toxic, eating away at metal, flesh, and stone alike, leaving behind only crumbling ruins and poisoned wastelands. Anything caught in the storm that lacks sufficient resilience will wither, melt, or suffer an agonizing demise, while even those immune to toxins will struggle against the sheer force of the unnatural winds. The storm will rage uncontrollably until the Core finally burns itself out—an event that can take anywhere from hours to entire days, depending on the Core's strength. No force of nature will disperse it, and attempts to contain it only seem to feed its hunger for destruction. A truly apocalyptic tool, meant for those who wish to erase entire regions from existence.

Chimera Fusion Parasite [400 CP]

A squirming, multi-eyed abomination, this parasite is pure, undiluted horror given flesh. It latches onto a host and forces a grotesque fusion with another organism, reshaping bone, muscle, and sinew into a monstrous, chimeric nightmare. When used willingly, it can be implanted into oneself, granting permanent, powerful mutations—extra limbs, reinforced exoskeletons, or even unnatural elemental abilities derived from the fused creature. However, its true horror lies in forcibly using it on others. Enemies subjected to its embrace will howl in agony as their bodies betray them, forcibly merging with another creature in a twisted, grotesque transformation. The results are unpredictable, but almost always horrifying, leaving the victim a mindless, raging monster, trapped in a form that should not exist. For those who revel in warped, unnatural power, the Chimera Fusion Parasite is the ultimate tool of body horror and biological supremacy.

Erurei Box [600 CP]

Once a revered relic meant to imprison the Yuumajuu, the Erurei Box has since been twisted into a nightmarish tool of corruption and domination. It no longer serves as a prison, but as an instrument of control and enhancement, wielded by the Yuumajuu to seal away the abilities of their enemies or to mutate their own kind into even greater monstrosities. When used on an opponent, the box draws in their power like a black hole, trapping their abilities within its cursed depths and rendering them utterly helpless. No spell, technique, or energy manipulation can escape its clutches unless the wielder willingly releases them—or if the victim can shatter the box's seal before it fully takes hold.

Yet, the true horror of the Erurei Box lies in its ability to "bless" the Yuumajuu with newfound power. Any Yuumajuu exposed to the box's essence will find themselves warped and strengthened, undergoing unpredictable but immensely powerful mutations. These changes might include rapid regeneration, monstrous new appendages, or even reality-warping abilities born from the corruption within. While the transformations are permanent, they often come with unforeseen consequences, as the box's power is chaotic and difficult to control.[interesting fact it is named after the Japanese transliteration of hellraiser]



Matrintis

Nano-Repair Swarm [100 CP]

Within this unassuming vial lies a miracle of Matrintis engineering—a swarm of microscopic drones, each programmed to seek out and repair mechanical damage at an astonishing rate. When released, they flow over damaged machines like a liquid, rapidly mending fractures, reconnecting circuits, and restoring full functionality within minutes. They are, however, utterly useless on organic material, reinforcing the Matrintis belief that flesh is weak, and only metal endures. While highly efficient, they require periodic recharging, meaning careless deployment can leave you without repairs when you need them most.

Automated Defense Drone [100 CP]

A small, floating sentry drone, roughly the size of a basketball, that hovers around its owner like an ever-watchful guardian. Its sleek metallic frame houses a light energy blaster, designed to intercept incoming attacks and engage small-scale threats. While it lacks the firepower to turn the tide of battle alone, its enhanced target tracking and quick maneuverability make it an excellent first line of defense. With proper upgrades, it can be programmed for more complex battle strategies, though its AI is still limited compared to Matrintis' higher-tier war machines.

Adaptive Combat Processor [200 CP]

This highly advanced AI unit directly interfaces with your nervous system or cybernetic implants, allowing you to process combat scenarios at superhuman speeds. By constantly analyzing enemy movements, it can anticipate weak points, attack patterns, and evasive maneuvers, helping you stay one step ahead in battle. The longer it remains active, the more unpredictable and lethal you become, as it learns and refines its predictions based on previous engagements. However, prolonged use may numb emotional responses, making decisions feel coldly logical rather than instinctive—a small price to pay for perfect efficiency in combat.

Hyperconductive Alloy [200 CP]

A marvel of Matrintis metallurgy, this rare alloy is a fusion of self-repairing nanometals and energy-conductive composites. When integrated into armor, it absorbs kinetic and energy-based attacks, dispersing force to minimize damage. It is particularly suited for shock weaponry, allowing electrical charges to be stored and redirected for devastating counterattacks. Over time, minor dents and scratches repair themselves, ensuring peak durability in prolonged conflicts. However, it is highly prized and difficult to replicate, meaning replacing lost or destroyed pieces can be costly—but for those who wield it, few materials offer such uncompromising resilience.

Hyperwave Disruptor [400 CP]

A devastating tool of electronic warfare, this large-scale EMP device is designed to shut down all non-Matrintis technology within an expansive radius. Upon activation, it sends out a high-frequency energy pulse, instantly disabling vehicles, weapons, and robotic combatants, leaving enemies powerless and exposed. Unlike standard EMPs, this disruptor ensures that Matrintis machines remain fully operational, granting a decisive tactical advantage in battle. However, its lengthy recharge time means it must be deployed strategically, as wasting it prematurely could leave you vulnerable before it can fire again. Those who rely on high-tech weaponry will find themselves at your mercy, helpless before the might of Matrintis engineering.

Assimilation Protocol Injector [400 CP]

One of the most feared instruments of Matrintis conquest, this device forcefully rewrites the neural and cybernetic pathways of any organic being it is injected into. Victims undergo a horrific transformation, their free will and sense of identity erased, leaving only a perfectly obedient, machine-enhanced soldier in their place. Unlike mere mind control, this process is completely irreversible—there is no going back, no recovery, only eternal servitude to the Matrintis Empire. These drones retain their original skills, knowledge, and combat prowess, but they now exist solely to carry out their new programming. A terrifying tool for enforcing absolute control, but one that ensures not even the strongest warriors can resist assimilation for long.

Machine Fortress Terminus[600 CP]

A massive, heavily fortified subaquatic stronghold, the Matrintis Underwater Fortress serves as an impenetrable command center for the empire's operations. Hidden deep beneath the ocean, it is almost impossible to detect, protected by advanced cloaking technology and reinforced pressure-resistant plating. Outfitted with auto-repairing hyperconductive alloy, the fortress is not only resilient to attacks but also capable of self-restoration over time.

Inside, the fortress houses a full-fledged manufacturing hub, constantly producing robotic soldiers, war machines, and cybernetic enhancements. Advanced defensive turrets and automated drone squadrons patrol the perimeter, ensuring that intruders are swiftly neutralized. Additionally, the fortress comes with a global surveillance network, allowing you to monitor enemy movements and execute large-scale operations with surgical precision. As long as the fortress stands, the Matrintis' presence remains unshakable.[interesting fact it is named after the original Terminator movie]



Companions:

My Old Team 50

You may import or create companions you have brought with you, 50 CP each, or 8 for 300 CP. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200.

My New Team 100

Sometimes having friends would be nice. Buying this once will allow you to add any allies you've made here as companions. You may buy this multiple times.



Drawbacks:
You are limited to +1000 Cp from drawbacks.

Power Rangers Universe [+0 CP]

Your adventure takes place in the Power Rangers universe, meaning that while you might be dealing with Goseiger threats, you're also in a world where other Ranger teams, aliens, and interdimensional warriors exist. The Morphing Grid is real, and you may find yourself clashing or working alongside Power Rangers, depending on your actions. Expect crossover events, unexpected allies, and powerful enemies found beyond this jump document.

Clumsy [+100 CP]

You are absolutely terrible at handling your own powers. Whether it's summoning your Headders incorrectly, accidentally activating the wrong Gosei Card, or misfiring a devastating energy blast in the wrong direction, you are an absolute hazard to both your enemies and your allies. Maybe your abilities are unstable, or maybe you're just hopelessly uncoordinated, but expect your mistakes to cause you and your team a lot of trouble.

Not Serious [+100 CP]

You treat the war for Earth as a big joke. While the Goseigers train hard and develop their teamwork, you're messing around, using your powers for pranks, or slacking off during crucial battles. Your lack of focus means your abilities are significantly weaker than your allies, and even low-ranking Warstar grunts might pose a challenge to you simply because you're not putting in the effort.

Lost [+100 CP]

You cannot navigate to save your life. Whether it's flying your Gosei Machine into the wrong battle zone, teleporting yourself into an enemy base, or getting hopelessly lost in a simple city, you always end up in the worst possible places. Even when guided by Headders or Gosei Cards, you still find a way to completely bungle your sense of direction, often leading your allies into unnecessary fights or outright danger.

Closed Off [+100 CP]

For one reason or another, you struggle to trust your teammates. Maybe you've been betrayed before, or maybe you just refuse to open up to others. Either way, your bond with the Headders and other Goseigers is weak, making it harder to use teamwork-based powers like the Miracle Gosei Dynamic. Until you overcome this and learn to work with others, your full potential will remain locked away.

Enemies 's Top Target [+200 CP]

For some unknown but terrible reason, the Warstar/Yuumajuu/Matrintis invasion fleet has marked you as enemy number one. Choose one faction, and their generals, their elite strike force, and their commanders are all obsessed with hunting you down. Expect constant ambushes, relentless assassins, and high-powered orbital strikes targeting you specifically. You can use this drawback multiple times to gain extra CP.

Monsters Without End [+200 CP]

Wherever you go, giant monsters follow. Whether it's towering Warstar warriors, colossal Yuumajuu abominations, or unstoppable Matrintis battle machines, you cannot escape massive, overwhelming threats. Even if a battle starts at a normal size, something will always escalate into a city-flattening catastrophe, forcing you to fight against truly devastating odds.

Power Drain [+200 CP]

Your natural energy reserves are severely weakened, leaving you half as effective as a normal warrior of your faction. You tire quickly, your abilities drain faster, and using multiple powerful techniques in a row is nearly impossible. Unlike your allies, who can keep up in battle, you burn out faster than anyone else, forcing you to either find alternate strategies or constantly risk exhaustion.

A Past that Haunts You [+200 CP]

Something dark and painful lingers in your past—maybe you failed a mission, lost someone you cared about, or even caused a catastrophe that endangered the world. This guilt weighs on you, making it difficult to fight at full power. Your uncertainty weakens your abilities, and until you can confront your past, you will always be fighting at a disadvantage.

No Outside Powers [+400 CP]

All of your previous supernatural abilities, technological advantages, or special enhancements from other worlds are completely sealed away. You now rely only on the powers of the Gosei Angels, your Hadders, and any technology or magic acquired during this adventure.

Endless War [+400 CP]

There is no peace in this world. From the moment you arrive, battles never stop—Warstar invasions, Yuumajuu infestations, and Matrintis war machines attack relentlessly. Even during moments of rest, an ambush is just around the corner. The only way to survive is to keep fighting, keep improving, and never let your guard down.

Betrayal Among Us [+400 CP]

One day, someone you trust—whether it be a fellow ally, a mentor, or even a close friend—will betray you. You will never know when it will happen or who it will be, but when it does, it will shake you to your core. The betrayal will not be obvious at first, but once revealed, it will change everything, making it harder to trust allies or even continue the fight.

Fragile Angel [+400 CP] (Cannot be taken with "No Outside Powers")

No matter how powerful your Gosei Angel heritage should be, you remain physically weak compared to others. You lack endurance, speed, and raw strength, making every fight an uphill battle. Even with the strongest Gosei Cards, you can't take hits like your allies, and without your armor, you're just a fragile mortal in an endless war.

Warstar / Yuumajuu / Matrintis evil spirits all out attack [+600 CP]

One of the three invading factions—Warstar, Yuumajuu, or Matrintis—[collectively known as the evil spirits] has marked you as their ultimate enemy. Whether they see you as a major threat, a personal grudge, or simply a nuisance to be eradicated, they have dedicated their full military might to hunting you down. Their leaders have ordered a relentless pursuit, sending their deadliest warriors, merciless assassins, and overwhelming forces to crush you at any cost. There is no peace, no escape, and no negotiations—only constant war and ever-escalating battles for your survival.

If you somehow survive long enough, they will adapt their strategies, bringing stronger monsters, commanders, and experimental weapons into the fight just to ensure your absolute destruction. You will be outnumbered, outgunned, and overwhelmed at every turn, with their forces striking when you least expect it. Even during moments of rest, they will attack in waves, giving you no chance to recover truly.

You may take this drawback multiple times, choosing another faction to view you as their mortal enemy. Each time you do, another unstoppable war machine turns its sights on you, increasing the scale of destruction you must endure. While normally you can only take up to 1000 CP in drawbacks, taking this drawback allows you to bypass that limit—raising it to a maximum of 1800 CP. However, doing so means you will be at war with every major enemy faction in the Goseiger universe, ensuring that your existence is a never-ending battlefield.

Do Jumpers Have Nightmares of Brazil? [+1000 CP]

By taking this drawback, you have gained the enmity of the big bad of this jump—a certain madman named Brajira of the Messiah. He has deemed you a major thorn in his master plan, and that's very bad news for you. This fallen angel has been around for a long-ass time, is a master manipulator, and was only caught in the act once—and that was by beings who were already partially familiar with him in the first place. He's more slippery than a slasher villain in a long-running franchise, and now? You're his target.

Brajira will set up the other evil factions against you, acting as a lesser version of the Warstar / Yuumajuu / Matrintis Wrath drawback, but that's just the beginning. He will also attempt to revive and/or manipulate previous Super Sentai enemy factions to eliminate you. Expect him to scheme, lie, and twist events in ways that make your life miserable, ensuring that even your victories feel like losses.

And if—somehow—you survive everything he throws at you, you still have to deal with him directly. Brajira is one of the strongest Super Sentai villains ever fought, and by the time you reach him, he will have cooked up something terrifying to counter both you and the Goseigers. Surviving this ordeal will take everything you have... and even that might not be enough.

Also, this drawback raises the CP limit to 2000 CP. If you have also taken the Warstar / Yuumajuu / Matrintis Wrath drawback, the limit is now 2800 CP. Good luck—because by the end of this, you'll wish you were sent to Brazil instead.

Ten Years Later:

Go Home: What, you finished? Here? Well, we won't ask. Whatever you gain here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus.

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.

Notes:

- 1. The drawback, “Do jumpers have nightmares of Brazil?” refers to the fact that his original name, Brajia, comes from the movie Brazil, and his pseudonym, Buredoran, comes from Blade Runner, which is based on the novel Do Android Dreams of Electric Sheep.**
- 2. The drawback “Warstar / Yuumajuu / Matrintis evil spirits all-out attack.” The last part comes from the the movie Godzilla, Mothra and King Ghidorah: Giant Monsters All-Out Attack**
- 3.**