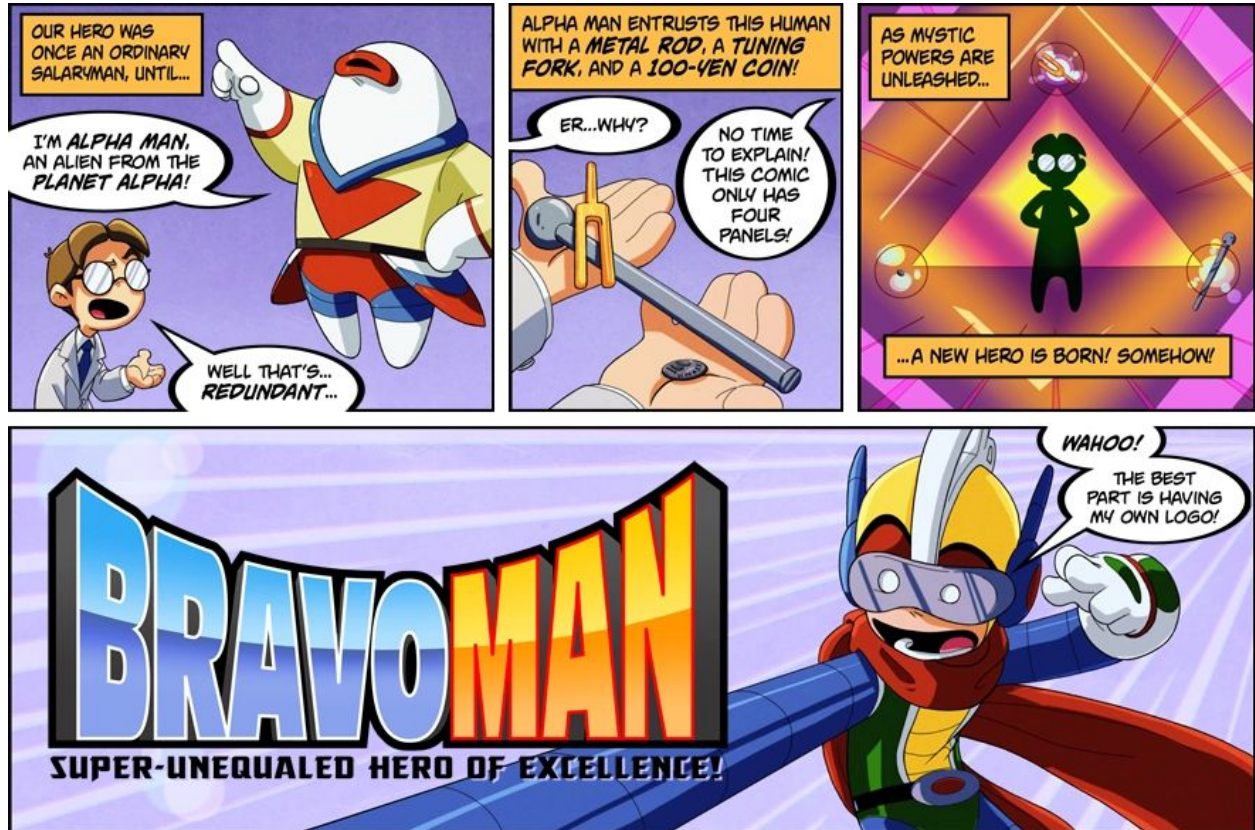


SHIFTY LOOK



What, you need more explanation?

Okay, how about the theme song?

*Bravoman, Bravoman, battling crime wherever he can,
What do you do if it hits the fan?*

You gotta call... Bravoman!

*Bravoman, Bravoman, when the bad guy strikes with the evil plan
Who's gonna save us, if anyone can?
It's gotta be... Bravoman!*

*When you need a hero, to come and save the day,
give a shout, then LOOK OUT,
guess who's on the way!*

*Bravoman, Bravoman, eats whole wheat with plenty of bran,
ain't nobody who's not a fan,
of the guy called BRAVOMAN!*

...Alright, alright, I'll do my best.

On a world filled with already a good deal of somewhat absurd conflicts occurring(such as the adventures of Klonoa, Pac Man, Wonder Momo, Mappy, and the Legend of the Valkyrie), a young salaryman named Hitoshi Nakamura (..or Arnold. He actually doesn't remember anymore) was visited by an alien known as Alphaman from the Planet Alpha. By granting him various loose items from his space glove department, Hitosharnold(or Salaryman for short) became the super-unequalled hero of excellence, Bravoman! While Bravoman fights bravely against the machinations of Doctor Bomb(a madman with a number of machines at his beck and call), the Ninja Princess Waya-hime(who wants to both kill and marry him at the same time to create the ultimate tragic romance), and the various mutants and robots that plague the world in fits and spurts...There are more heroes than he, and more villains than they. In contrast to some OTHER places with this density of superheroics, things often end well, with both sides dusting up and returning to fight another day!

Still, it can get a bit crazy here and unlike some of these heroes, you PROBABLY can't benefit from a 1-Up. So to help out...

+1000 Pieces of Random Space Junk
(or Choice Points, if that's too confusing.)

ORIGINS

Drop-in(0): Not much of a heroic type, eh? I get it. It's a lot to worry about, so don't let it weigh on your mind. You've got other talents, right? There are plenty of people who aren't connected to the tale of the Unequalled Hero of Excellence. Luckily, this is a place of some big names in heroics, not all who are part of the Bravo Corps.

Henshin Hero(300): The real headliners. You'll be among some real big names, like Bravoman or Bravowoman. Not to say the Bravos are the only ones worth their salt, Wonder Momo the transforming warrior is also among their number and now they can rely on you as an ally. If not, at least you can hang with Anti-Bravoman. The henshin

heroes tend to be the most level-headed around, but even Bravoman is prone to foolishness here and there.

Alien(200): A jumper! From outer space! The skies of Bravoman's world are not cold, quiet and empty. In fact, some may even say that space is a little TOO crowded. Whether you're a heroic mentor/sidekick like Alphaman and Theta, or you're a conquering destroyer like the species of Zulu and Zeta...Either way, you're sure to be a figure of interest on earth no matter what your alignment. You'll be called Iota by default, but feel free to claim a name hailing from the greek or NATO phonetic alphabet.

Head Honcho(100): You're the boss, and that's a fact, jack. You're among the number of the Pistol Daimyo, Dr. Bomb and the Mer-Queen as people who want to take over the world. Success is a far off dream, but don't let it get you down. Nobody's really in the mood to permanently end your reign of terror, it's not in their contracts anyways.

Perks:

Look, in the Sky!(100, free Drop-in): You're amazing at making an introduction with very little on your part, getting across quite the impression you're meaning to, visible to even strangers. People on your 'side' or you want on your side will be impressed, enemies will be shocked and try to figure out just who this strange individual is and why they're so handsome.

We Can Work Together!(200, discount Drop-in): It's odd, as long as they're on your 'side' or 'alignment', you can easily get into an amazing rhythm of teamwork with individuals you've never met, even better than if you knew them for years! However, oddly enough, once you're acquainted this stupendous boost lowers down to merely being a notable instinct for teamwork.

The New Hotness!(400, discount Drop-in): Everyone knows that you have to have out with the old, and in with the new! And you're hot off the presses. When you come in as a surprise 'new' factor in a situation, such as a race, a competition, or even a general conflict, you arrive with a blazing proficiency and success. Things just seem to line up for you to pull ahead as an amazing dark horse in your initial showing....however, once you're taken seriously by the other competition, you'll see that this competency boost normalizes back to your general level of performance. Even if they somehow forget, the longest you could ever take advantage of this 'freshness boost' at once is a year...and even that's stretching it to its absolute limit.

Our Might Combined!(600, discount Drop-in): You are able to strangely enough integrate your abilities with those of “allies” and allow them to borrow your strength in a way that they can use (Technological heroes would be able to somehow make a gadget replicating your techniques, etc etc) while you in turn can ‘borrow’ an ally’s strength in a way you can easily use, such as a wizard ally’s magic being made into a weapon you could wield as a warrior, or vice versa with a warrior’s spirit becoming the fuel for a great incantation. These methods tend to be very flashy, marketable, and in case of anything involving items are heavily appealing if they would be made into merchandise form.

Stretch It out and Bring the Fight!(100, free Henshin Hero): Rescuing kittens, putting out fires and helping grandma cross the street is a perfectly valid set of heroic actions...but in this world, sometimes you just have to throw down! You have a rough and ready set of moves to bust out. A mix of martial arts, athletics and acrobatic techniques are available to you that perfectly compliment any superhuman abilities and capabilities you might happen to possess. In any case, you know enough to be able to brawl against the forces of evil and come out ahead.

I Just Want to Do Something Right!(200, discount Henshin Hero): Well, you’d hardly be a hero if you just sat around playing games until you got a phone call to defeat someone. If you just sat on your butt doing nothing until forced to do your job, you’d be a cop. You’re a hero, and heroes go out looking for trouble! With this ability, you are capable of sensing danger incoming...a situation that will end badly without heroic intervention. If you follow this almost spider-like sense to its source, you’ll never be lacking in evil to fight and good to do.

Anti-Jumper!(400, discount Henshin Hero): For reasons unknown and as mysterious as that of Anti-Bravoman’s creation, you have awakened a malleable, adjustable existence that allows for ‘fusion’ with others. This ability works best and purest with those who have congruent existence with you(i.e share themes and abilities), but this fusion can even allow you to simply empower another with a great deal of dark energy. This new nature also boosts existing fusion abilities and fused forms noticeably, giving echoes of the Anti-nature and empowering these fusions with the strength of Anti-energy, amplifying its strengths and minimizing its weaknesses.

I Believe it’s Destiny!(600, discount Henshin Hero): Heroes and villains alike are capable of understanding their place as players in a grand play, but only the super unequalled hero of excellence Bravoman has a raw and potent enough awareness and even exploitation of his world’s nature to earn his place as a renowned hero. You now

have a measure of this awareness, being able to play with the 'medium' so to speak of your existence. Every so often you can glance at your own situation as through the lense of a fictional media(such as looking at it through the lense of a manga, or a video game) to gather information, look ahead, and even act against the constructs of the medium(such as interacting with the interface of a video game or 'hopping' between the panels of a comic book to temporarily jump from event to event), though be careful to have a light touch, as the more you meddle with the course of the 'story' the easier it is for the situation to become too messy or complicated for narrative interference to have much effect on.

Right At Home!(100, free Alien): Maybe it's just the natural state of oddity here, but you seem to be able to operate just fine no matter your physiology. You seem to put off some kind of weirdness censor field, one where people won't look at you funny for having an eye-mouth-...thing and being marble white, as long as it isn't directly their problem or would present a relatively logical threat to them.

It's Dangerous To Go Alone!(200, discount Alien): You can sound like a wise mentor to people. Emphasis on SOUND like, you might not be any wiser but you can fake it. People who would otherwise scoff at your ideas will take you into consideration for a bit, and actually put up with you doing things like mooching off of them or insulting them if they feel your ideas are worth it

From the Planet Alpha!(400, discount Alien): You've got a pretty functional knack with space technology, even if it's just the kind of know-how to keep a spaceworthy vehicle functioning with little to no advanced materials. If you hone this talent, you could be like Theta and construct generic sci fi technology(blasters, rockets, and shields) with early 21st century earth technology available to you.

Transformation By a Mystic Light!(600, discount Alien): It all begins with Alpha. Alphaman was, through the power of...a tuning fork, a 100-yen coin, and paperclip, turn young Salaryman into the unequalled hero of excellence, Bravoman! He wasn't QUITE able to replicate that feat, somehow, but you're a little more...on the ball than Alphaman. You may, by sacrificing 3 little objects(baubles, really), confer someone with a transformed new form that has 500 points worth of Powers from the Powers section of this jump.

Anger Management!(100, free Head Honcho): If there's one thing that villains all over the world can agree with: Life is a continual adjustment to loss. But, that doesn't mean you have to feel down. You have a greater resilience to the sting of a defeat, and what's

more you're smart enough to know where exactly things went wrong and even learn from it!

Capture You!(200, discount Head Honcho): A boss doesn't kill people. He has people for that! You know how to get people into captivity and understand how they might leave it. The easiest way to use this is just to kidnap people, but wait, there's more! You can also rig up deathtraps and set things up so that if the people in your clutches were to escape, their escape method and route's already known to you.

Minions!(400, discount Head Honcho): You can either create or recruit enough loyal henchment to have a comfortable 'cushion' of disposable bodies. If the turnover(or lethality) is such you'll be losing them at a pretty quick rate, they'll turn up just quick enough to keep whatever godforsaken meatgrinder you're losing people to operational. Simply put, as long as you don't deliberately try to purge them all, it'll be a rare occasion someone or something to use as a human shield isn't handy.

I'm the Boss!(600, discount Head Honcho): Okay, you were defeated. You were REALLY defeated. You invested a lot of blood, sweat, and tears (not your own of course) into your amazing Castle Superbeast and its army of skullrobots. But now, you're in a jail cell, your bots are busted, and your castle is burnt to a cinder. What now? Well, get to plotting the sequel of course! Evil ALWAYS finds a way to bounce back, and you're evil to the bone! No matter how badly your schemes, operations, and plans fail and how much you lose trying to perform them...as long as you're alive(operating word here) and willing you'll find that building back up to the 'status quo', as if that failure hadn't happened at all, is not only possible but feasible. Schemes that would have been (or WERE) years of planning and work can be rebuilt in months, and resources sent into cinder and ash can be recycled or replaced. If there's one thing about evil...it never, ever gives up.

Powers!

(Heroes gain 600 Power Points to spend here, CP may be spent as PP at a ratio of 2:1. Aliens gain 300 points to spend ONLY on powers marked with ☹. Head Honchos get a discount on abilities marked with ☺)

Vehicle Transformation!(150 PP): You have the helpful adaptation of being capable of transforming into a land, sea, or air vehicle of your choice(though not any more advanced than an early 21st century vehicle of the same type) allowing you a lot more

flexibility in your movement. For +100 PP, you can import an existing vehicle for your form.

⊗A Bird! A Plane!(200 PP): You! You're able to fly through the air effortlessly, going at your land speed as you do, with enough control to be able to do acrobatic tricks. You also have a few adjustments made to yourself so you don't hurt yourself with the g-forces you can achieve, and that wind resistance doesn't damage your body in the process.

⊗Heavy Hitter!(200 PP): You're capable of striking with forces capable of rending iron and steel, being able to pulverize a group of combat robots or a tank in fisticuffs if need be. Your lifting ability is also increased by a similar amount, being capable of lifting and slinging cars as projectiles with no assistance. You're even adjusted so that the force of your own attacks won't hurt your, in case you have this strength without durability to match.

⊗You Only Broke 90% Of My Bones!(300 PP): You're capable of surviving the hits dealt out by the power "Heavy Hitter", the force of that kind of strength hitting you as if it were being struck with a baseball bat or a swift punch to normal people. You also recover much faster, being able to mend even bone shattering strikes(which with the durability accounted for would have to be pretty rough hits) within an hour or so of rest.

Stretch it Out!(100 PP): You're capable of stretching your arms out 500 feet, being capable of striking with the full force of your attacks with it, though, the longer your arms stretch out the harder it will be to do fine maneuvers with them.

⊗Too Lazy to Walk!(100 PP): You can hover a foot off the ground, moving at your natural land speed as you do similarly to how you maneuver "A Bird! A Plane!", with a slowed fall if you're any farther off the ground.

⊗Moon Tiara Action!(200 PP): You're capable of flinging out light-based projectiles, blasts that can burst through metal and destroy modern vehicles in a few shots. You can decide if these powers manifest from a device/accessory you can't be separated from, or emitted from your own body like an eye beam or a finger laser!

Rolling Thunder!(100 PP): You're trained to take out mundane warlords and terrorists, with a great amount of mental discipline as well as skill in martial arts, shooting, and

espionage. You're the true vision of a secret agent man, and you could easily star in an action movie with your level of finesse!

The Option Option!(200 PP): Every so often when defeating an enemy(either forcing them to surrender, killing them, or rendering them unable to fight back) you'll find a small toaster-sized device that hovers around you and provides both defense as a shield and hovering fire support. These "Options" are about as durable as a motorcycle, taking a bit of damage to destroy and capable of hitting with the force of riot shotgun. You can have 16 Options out at once, with any more gained heading towards your enemy to act as a kamikaze strike!

Reload!(50 PP): Every so often, similarly to "The Option Option!", when defeating an enemy a small 'pickup' will be dropped. This pickup could be ammunition or energy for a weapon, a portion of supernatural energy, or a vitality restorative. Either way, it's a way to keep going through the fight even when completely outnumbered!

The Jump Man(150 PP): You're capable of leaping to and fro with the greatest of ease, having amazing control of yourself mid-air and being capable of such acrobatic stunts as wall jumps, ground pounds, and even being capable of making a second jump in the air! In general, your jump height is a great deal higher than normal, being able to bound at least twice your height.

A Golly Ghost!(300 PP): You have died!...Not exactly. You got the bad end of a strange phenomena...you're capable of taking the form of an intangible spirit with a reserve of 'ghost energy', and while you're a spirit you can possess the weak willed! However, this is not indefinite: Those you possess also have their own ghost energy, and that energy's burnt for every moment you spend possessing them. When this energy is spent, you're shooed out and your unfortunate host falls into an unconscious state. Every moment you're not possessing someone, you're also burning your reserve of personal Ghost Energy, and if that reserve is spent you also become tangible again and get pretty tired.

☼Totally Blobular!(300 PP): Choose a type of flavor(Spicy, sour, salty, sugary) - You are capable of shapeshifting into various objects by eating something of this flavor, and in general you have a malleable, durable and rubbery body that could be shaped normally(though doing so in this way is tiring, and can't be held easily.) It's very difficult to do precision shapeshifting without the use of the flavor to transform, too. Still, it makes you a squishy

☼Under the Sea!(100 PP): You're capable of breathing underwater and swimming with the speed and might of a torpedo! Your body is also capable of surviving the depths of the sea floor, the crushing pressure not capable of harming you.

☼☼The Monster That Challenged The World!(800 PP): Far away on a planet similar to Earth a new life form emerges...A life form that ingests other creatures, absorbs their DNA, and then somehow is able to assume the characteristics of their prey...you have the nature of this creature in you. You are capable of devouring life to enhance your own strength(by a quarter of their normal strength), and the nature of your enhancements are tinged by the base nature of creatures you eat, such as gaining a hard shell by devouring crustaceans or by gaining (albeit vestigial at first) wings by absorbing the DNA of birds...yikes, you're one of those 'serious' enemies like Zulu, aren't you?

☼Seeds of the Dragon!(400 PP): You're knowledgeable in using genetic engineering and techniques to create/alter 'Dragons'(no relation to actual dragons besides possibly the aesthetics of the beings, which you can control),anywhere from dog to rhino-sized creatures with a variety of elemental abilities and biological abilities derived from the natural world. They're pretty loyal to you, and will die for you...though they're not exactly bright. You can improve their capabilities as they live by breeding them or taking the best genes from these Dragons directly to use as a basis for a new breed, of course.

☼We ♥ Katamari!(300 PP): Ah, you must be one of the Prince of All Cosmos' Cousins! This means you've got a Katamari available to you! What's a Katamari, you might ask? It's a multicolored, bumpy beach ball-sized orb that has the ability to collect objects on its surface! Any objects that come in contact with the Katamari gain this adhesive ability until they are knocked loose. A sharp knock by a moving object or trying to roll up an object too large for the Katamari will cause objects to fall off, too. In addition, the smallest possible thing you can pick up with this version of the Katamari is about the size of a baseball. While you can't convert them to stars(that's the King of All Cosmos' job for the most part), it's still hard to resist the desire to make larger and larger balls...na na na!

☼Robot Warrior!(100 PP): Your body is made of metal and mechanics, with the ability to graft technology onto your body and make it an extension of yourself...though at first you only have the necessary mechanics to operate and move as normal. At the very least, as a machine, you're no longer vulnerable to biology-targeting damage such as

poison or disease. Any other powers taken alongside this one also can be converted into built-in weapons or devices if you wish!

☪Lord of the Land!(700 PP): You put the “Boss” in boss fight. You hold dominion over a biome(something like Desert, Sea, Sky, Jungle, or Plains), giving you a great deal of natural authority and the power to back it up. Firstly, you have a 50 foot monstrous form (the form’s aesthetics are yours to decide, but will hopefully be a monster that is in-theme with the chosen dominion) with a pretty proportional amount of strength and power to throw around. Secondly, you’ll find that a race of monsters that resemble a 5-6 foot version of your ‘boss form’ start congregating around you, willing to serve your will. Lastly, you can use a form of ‘magic’ that echoes the dominion to shape it and defend yourself, such as sand magic for a desert Boss or manipulating water as a mean green marine queen!

☪King of Beasts!(450): Walking on the wild side, are you? You have abilities echoing a mundane creature(like the shell of a crab,the physical capabilities of a roach, or the senses of a dog), and more than that are capable of communicating with and commanding them without question! There’s no limit to how many you can command, as long as they somehow are capable of hearing your words, and you can even teach them long term behaviors with a bit of coaxing. Show the world that, used with care, even command of the humble pigeon is to be feared.

Traveller of Dreams!(400 PP): I didn’t think that this was all that common...You can enter dream worlds and interact with them as if you were inside the dream though things from dreams are(barring any particularly special properties of the dream) ephemeral outside of their homeland. In addition, you can move from dream to dream, including your own! Just as a small favor to you as well, you’re a lucid dreamer, though the control you have is only present in your own dreams.

☪☪Manimal!(50 PP): You’re some manner of creature, be you a mouse similar to Mappy the mouse cop, a birdman like Sky Kid, or a vaguely fluffy mammal like Klonoa. You gain some basic adjustments to your frame and capabilities, but on the average you’re still an ordinary ‘person’ with just this alone. You’re pretty cute, though.

Don’t Mess with This Plumber!(200 PP): Take a mundane occupation, such as a doctor, a repairman, or even a carpenter...now? You’re at the top of that, able to do some frankly ridiculous techniques related to it like being capable of repairing a broken machine in a few moments of work, or treating harsh diseases by macgyvering together a number of common medicines. Not only that, but you can use these skills to gain an

edge in the fight against evil(or good, not judging), such as a carpenter being very skilled with a hammer or a cop being able to cuff perps in the blink of an eye.

⊕Armed to the Teeth!(300 PP): A set of equipment that make you a true force to be reckoned with, you have a powerful jetpack that lets you fly with the speed of “A Bird! A Plane!” but necessitating a minute’s on the ground to fly for 5 minutes, a large rifle-sized beam cannon with the firepower of “Moon Tiara Power!” but taking up ammunition to fire that’s dropped by defeated enemies occasionally, and finally a protective suit of armor that protects with the coverage and effectiveness of riot gear. These devices can be altered and worked around, but not easily.

Sword and Wizardry!(150): You aren’t a stranger to dungeon crawling, much like the knight Gilgamesh. While of course you know how to handle a sword relatively well, You also have some low level magical ability, mostly elemental attacks/buffs and healing yourself. The attacks are about as painful as the attacks given by “Moon Tiara Power!”, but due to being elementally aligned by default can be resisted by certain kinds of enemies and objects strong against their element.

Wagan Shout!(50): With a mighty WAH, you can roar to stun enemies around you for a few moments! You have to take a pretty deep breath to do so, so make sure you have the opportunity to do so...and they have to be pretty close, at least within 10 feet of you for it to work. At the very least you’ll be able to buy yourself some breathing room.

⊕Net Launchers!(Must be taken if you have the Net Launchers Rule! Drawback, 50): Duh. You have a lil handheld net launcher and a lot of net canisters to fire out of it. They’re...nets? They can help tangle people up. And they’re really cool!

Companion Options:

The Power of Friendship!(200): You’ve made a new friend! Hopefully you can keep them. You can take any character who has appeared in the Bravoman animated shorts or the comic as a companion, be they the mad Dr. Bomb, the irreverent Alphaman, or the beautiful Bravowoman, though you’ll need to succeed in befriending them to make it stick. If you take “Shifty Lookin’”, you can extend this to any character who appears in a Shiftylook Namco work, such as the Wonder Momo comic or Namco High. This can be purchased multiple times.

Jumper Corps!(100): Jumper Corps, leap into action!...that one needs some work. With each purchase you can import 2 Companions with their own background for free, as well a 600 CP to spend. They get discounts and stipends as normal, and if you pay 300 CP for this you can instead import 8 companions. You may purchase this multiple times.

Drawbacks!(No Limit):

Shifty Lookin'!(+0): All Shiftylook works, such as Klonoa, Dig Dug, etc. are canon to the world of Bravoman. Otherwise, only crossovers already established by the comic will count(such as Wonder momo and Legend of the valkyrie). This includes Namco High with some very special guests...

NET LAUNCHERS RULE!(+100): You're heavily obsessed with using Net Launchers, to the point where your first and chief response to any situation is trying to figure out how to involve a net launcher. It'll take a bit of thinking to not have them be your only response, and it's a stumbling block whenever you're trying to create a game plan to defeat your foes for sure. If you take this, you can take the "Net Launchers" power for free.

Leap Sequence!(+100): You've got to protect your intellectual property, jumper. A 'legally distinct' version of yourself, calling themselves the "Leaper", is winning the hearts of the people...especially those who would otherwise be showing gratefulness(or fear) to you. They have no abilities, but they're amazing at PR and have a knack for taking credit for your accomplishments against all odds. What's a bit more frustrating is they mean nothing by it, they're agreeable and charming once you actually try to confront them...which makes it that much harder when simply by being more likable they constantly steal your thunder. If they're alive by the end of the jump(you know who you are) and you really want to, you can bring them along with you as a companion.

Didn't Read the Script!(+200): Why is everyone talking like they know what's going to happen? Life's not some movie just to be calling out the cliches like that and oh god you did exactly what they were saying what the heck- So. As you might be able to guess, people here are pretty aware of being in a scripted superhero-style tale and even benefit from it, such as Bravoman being capable of asking the narrator about what's happening next or shutting off the powerup theme used for an enemy. Not you, however. You can't understand the meta speak or how exactly it is that Bravoman and co. appear to be able to anticipate what's coming up...This won't really put you in any danger, but it does tend to make you look like a bit of a dipstick by other's standards,

and good luck being able to puzzle out how Bravoman earned his stripes otherwise. If you take "I Believe It's Destiny!" then its abilities are hampered or even sealed until the end of your 10 year stay here.

Product Placement!(+200): How could you get this far without your wonderful KINETIC WATCH? And if it weren't for that clean shave made with a cheap razor by the DIME A DAY SHAVE ENCLAVE, you might not have had the focus to take down that rampaging giant monster!...yep, we're doing this. CP isn't free, you know! From now on, you'll be charged with having to find a way to use a random consumer product, anything from fruit pies to deodorant, as part of your plan to save the day or else the problems will only escalate...and force you to use even more off the wall things, the kind of things that only get advertised at 3 am infomercials, like degreasing grills. It's a living, I guess?

Dead Serious!(+400): Well. You're no fun. If you take this, the cushion of levity, humor, and the saturday morning cartoon-style tropes that keep things from getting too grim here are dropped. Dr. Bomb is no longer a bumbling vaguely foreign man with robots seemingly made from pure nitroglycerin, but a villainous genius with an army of unstoppable army of killer robots. Anti-Bravoman is truly a sinister and dangerous rival capable of utilizing dark power to overwhelm the heroes, and the battle against evil has its casualties...Even those who are on the villainous side will face mighty heroes who truly do stand against the odds and make gains even in the face of great villains. May whatever higher power is out there help you if you took this with "Shifty Lookin'", as this applies this effect to EVERYTHING. A starless night rendered by a foolish king of the universe, an invasion by an alien species from beyond the stars, and a terrorist cell lead by another outsider....These would have been manageable until now. What's worse, if taken with "Didn't Read the Script" you end up inverting it's effect: you believe the world to be a lighthearted place where the good guys win without a scratch and the bad guys slink off to scheme another day. A dangerous thought.

What Begins with Alpha...(+400): Why not take a load off? This world isn't so dangerous that the baggage of your journey has to come along, right? With this, you'll forget the memories of other worlds, and your abilities as well as non-personal items(things you wouldn't be wearing on you) will be kept in storage inaccessible to you you, for a little while(till the end of your stay at least.) You'll also start off as an acquaintance of Bravoman, be you friend or foe(or whatever Waya-hime is)...Hopefully you enjoy your life like this! You will be informed on any drawbacks you have to deal with, so that you aren't defeated by not understanding. Still, this might make a few other challenges hard to deal with...

...ends with Zulu.(+600): All things have an ending, Jumper. Normally, Zulu's arrival that signifies the end of Bravoman's tale(and thus the world) would be staved off until you've left this place. However, now...things are on schedule. Within at least two years, Zulu will threaten the world and if he is defeated all things will end. That includes your chain. Simply put...you must ensure that Zulu lives in his confrontation with the heroes of this world and is victorious in his conquest of the universe until the end of your decade here, no matter the cost. He is a vastly powerful alien, true, but he can be defeated by the forces of good(or even evil, as he is a distinctly omnicidal entity.) What's worse is, that he refuses to see you as an ally even if you tell him about your mutual interests. At best, he will focus on those who actively resist him before turning his attentions on you. Is an ending really so much to fear, that you'd go this far?

That's All Folks!

Well, welcome to die! Or at least the end. You have your pick of the litter here:

Game Over! - This is your only option if you are somehow killed(how? It's a freakin' comedy!) or decide you've had enough of it with this. You can head on home now, keeping everything you've gathered till now.

Continue! - This isn't a bad place, all things considered. You'll never really get bored, yeah? As a bit of a sweetner for deciding to stay here, you can consider any Namco crossovers canon. Just in case you need some more things to do.

New Game! - Well, see you next time. You move onto the next world, keeping everything you got here with drawbacks rescinded.