



Intro

One day, five stuntmen, fed up with their old jobs, decided to create their own studio and film their own sentai show. This is that story. And it could be yours too! Film your own sentai/Power Rangers show, earn money, and fight people in foam rubber monster costumes in the process.

Harmless fun, I mean it is all just acting, right?

Definitely no alien overlord named Villain X plotting to take over the Earth, and assorted other oddities just hiding in corners of the world.

Anyways, you have a

+1000 CP Budget

to deal with

Location: This all takes place in an unnamed city, with docks, high rises, parks, and conveniently empty warehouses and construction zones. You know, perfect for filming shows! Producers and Stuntmen start off in a studio warehouse, while everyone else can be anywhere else in the city.

Age Roll is 1d8+16, gender is kept from your last jump, changing age+gender is 100 CP

Origins and Perks:

Here's a gift before we go into anything specific.

(Combat) Teamwork! (Free, for everyone)-Nothing gets done by working alone! Propel each other forward like springboards, or cooperate in team attacks! Anyone with this perk has their friendship boosted between one another slightly.

And now, onto the Origins and their respective perks. Of course, any perk under its respective origin is discounted by that origin, with 100 point perks being free for their respective origin.

Producer (Free)- You dropped in with no memories. But right when you arrived, five stuntmen found you and got you on board to help produce their show through their studio warehouse. Hopefully you can help them succeed, and maybe even protect the Earth in the process.

By the way, your show failing counts as a lose condition and your chain ends.

Smoke and Mirrors(100)- Special effects are your forte, computerized and practical. At a moment's notice you can set up a location into a set piece, or incorporate computer effects into reality. These effects are completely cosmetic and have no physical impact on the world.

Lights, Camera, Chromatize! (200)- What good is a filming studio without the ability to film? At will, you may summon a camera crew to your location, who will send you the footage after you dismiss them. For all intents and purposes, they are immune to damage and explosions, but can only use their cameras, they're also vulnerable to anything that messes with their cameras.

A second purchase will give you the ability to stream your adventures live to viewers at home, provided they have a TV and you purchased a channel in that universe.

And Now, A Message From Our Sponsors (400)- You're able to find sponsors to help you in your tasks, be it funding, advertising, or more. The more well-known you are, the better sponsors you are able to find that are suited to what you are known for. Consequently, you know where the best stores are for your assorted needs.

Prop Master (600)- Duct Tape, Cardboard, Plastic, Fabric, Paint, and Glitter: All props can be boiled down to these basic materials. Not only can you construct props and costumes easily using these aforementioned materials, you can also substitute them with higher quality equivalents to give your props an even bigger boost.

Combining lower quality materials into higher qualities is also possible, but it's usually a 3:1 input:output.

Stuntman (100)- Fed up with your job as a stuntman for Super Rangers, you and four fellow stuntmen decided to create your own studio to produce your own Sentai show!

Same loss conditions as Producer

General Stuntmen Perks (Discountable for all classes of stuntmen)

Suit Up!(100)- Years of being a stuntman have gotten you accustomed to changing costumes at a moment's notice. You're able to swap costumes and clothes in mere seconds, regardless of how impractical and bulky said costumes are.

Playing to the Crowd (200)- The crowd loves a good show, and delivering it is second nature to you. You can apply more flair, flourish, and overtly dramatic posing to everything you do to hype up the crowd.

On Field Repairs(400)- Trouble always happens on set: the cardboard robot's busted, there's a hole in your suit, or your fancy prop weapon is broken. Of course, you know the solution: Duct tape. With this perk you can increase the longevity of objects through well applied use of duct tape.

Souls of Justice, United (600)-Belief is a powerful thing. Between the friendship between fellow stuntmen, and the good you have done both in and out of your show, if enough of your audience genuinely believes in your justice, the world will begin to work in certain ways. Costumes and props become true weapons and armor, cardboard vehicles and mecha come to life as machines of steel, and wherever you are will become more positive, reflecting the aspects of costumed hero shows.

Of course, victory isn't the only aspect: losing and death are small, but still important aspects of these shows.

Each Stuntman has a role within the show, with varying specializations. Pick a role, and you get discounts for that set of perks.

Role perks outside of your role are undiscounted.

-Lead: The leader of the squad. Leads guide the squad to victory, allowing them to operate at their best.

Form In!(200)- What is a leader without his squad? You can summon your companions instantly to your side, regardless of where they are.

Eagle's Opening(400)-Like a bird suddenly swooping down from the skies, you're able to surprise and catch your enemies off guard during battle, allowing your teammates to follow up. Becomes less effective the more you use it during a battle, or the more you use it on the same person.

Marvelous Courage(600)- The words "Give Up" never come to your mind. When your back is to the wall, your will is the only thing keeping you going. Your courage is so marvelous, anyone in your group is inspired stand up alongside you. If you're going to get defeated by overwhelming power, you may as well take it standing.

-Assist: The healer of the squad. The Assist keeps the squad together through the hardest of battles.

You Can Do It!(200)- You're able to provide amazing motivation to your teammates, encouraging them to power through debilitating effects caused during battles.

The Power of Friendship(400)- Friendship is often described as a powerful force in hero shows. Luckily for you, you can harness it as energy in the form of healing projectiles, healing bursts with area of effect, or a passive heal aura. Of course, the effectiveness is based on how strong your friendship is.

Torin's Bravery(600)- You've had it with being at the sidelines, tending to the wounds of others. You can now activate a state where your healing techniques can be used to damage enemies for a short period of time.

Due to the complexity of resurrection techniques, assume they'll do slightly more damage than the average high end single target heal rather than an instant kill technique.

-Scout: The fastest of the squad. The Scout runs across the battlefield and opens up enemies with fast attacks.

Flash and Slash(200)- You have notably better dexterity than the average human, capable of performing fast but weak strikes with either your fists or daggers.

Speed of the Shark(400)- Your agility is phenomenal, able to run and leap across the battlefield and other adverse terrain at at least double the speed of the average person.

Biinon's Invisibility(600)- Through some method, like ninja skills, technology, or being insignificant, you're able to become invisible for a short amount of time. This technique is perfect for sneak attacks, but attacking will knock you out of your invisibility.

-Techie: The brains of the squad. The Teckie specializes in long range attacks and gadgets to save the day.

Sniper Cat (200)- You got quite a talent for ranged weaponry. Rifles in your hands seem to be a whole lot more accurate and deal more damage, and you're able to utilize 2 pistols to deal area wide damage.

For Massive Damage(400)- Your perception is sharp enough to find flaws in things that, with a well-placed shot, will expose weak points for your allies to attack.

Invention of the Week(600)- Neat gadgets and gizmos are your deal. From tiny shield or attack drones, short range teleporters, net guns, and more, you're able to craft small devices to assist you.

-Assault: The muscle of the squad. The Assault is all about causing as much damage as possible to enemies.

Man At Arms(200)- You're experienced with most types of common weapons, and are able to get more damage out of them than most people. You also have an increase in strength for wielding heavier weapons, such as oversized two handed axes.

It's Cleave Time! (400)- In a crowded fight, hitting one person can chain into attacking others. For you, the force of hitting one enemy gets transferred across multiple enemies, as long as they are close to one another.

Battle Fever (600)- Battle is what drives you, you feel stronger and more durable as the battle goes on. It's a rare chance, but you can also punch enemies so hard that ordinary mooks become stunned for a short while, while more beefier enemies can become dazed, preventing them from counterattacking.

Night Driver (200)- Inheriting the title passed down from the Abho family, the lone Night Driver rides their motorcycle through the streets, dispensing justice through mighty martial blows.

Origin Item: Belt (200 w/o Driver origin, free with)- The belt passed down through generations. Performing the appropriate transformation sequence will don the user in a battle suit with a modified motorcycle helmet. Also comes with a free scarf of your design.

Licensed Driver (100)- A Driver wouldn't be caught without a motorcycle. With this, motorcycles are almost like an extension of oneself. With enough practice, you can incorporate motorcycle driving with your attacks.

Could it be Galgam? (200)- Kidnapping? Evil magnetized cans? Demon bicycles? Whatever strange things are happening around you, you have a suspicion on where the source of these shenanigans are.

DRIVER KIIIIIIICK! (400)- The famous signature move of Drivers, this powerful kick propels the user through the air, piercing through a line of enemies. This technique can grow or be modified by other moves and skills to become more powerful.

Protector of Smiles (600)- You've pledged to yourself that none would suffer while you are still standing. Your drive to protect makes fear and pain fade away from your body.

Belt Perks (Discountable by Driver, requires belt):

Augmented Spandex(200)-With some conveniently grabbed alien nanometal, the Driver suit is much more durable than it was before. The durability can be described that of 3 ranger/stuntmen suits.

Healing Gimmick (400)- Fighting alone means you have to find ways to last longer than your opponent. This little device, installed in your suit, hastens the recovery process of your body and the suit upon use. Has a habit of overheating after being used.

Put it in Drive! Full Throttle!(600)-At will, you can send your belt and suit into an overdrive state, filling the suit with massive amounts of energy. Damage you deal and take is increased. If you defeat any enemies in this state, the energy will transfer from the suit to the enemy, causing them to explode.

Universe Sheriff (200)- Part of the legendary Mithril Heroes, the Universe Sheriffs protect the Universe from threats across the stars. With the news that Earth is in danger, you rush to the source of an influx of energy: this town and those stuntmen's studio.

Origin Item: Mithril Armor (200 w/o Sheriff origin, free with)- The mithril is in name only, this standard Sheriff armor is a power armor made of assorted space alloys. Through its power source, the armor has features for both utility and combat. Teleports onto the user in 0.05 seconds on command.

Sheriff's Insight (100)-As a space officer of the law, evidence is important to deliver proper justice. As a result, you have increased perception, able to see and recall small details even in the heat of combat.

Sharp Shooter/Slasher(200)- The most popular weapons on the force are swords and pistols. You, on the other hand, prefer a particular weapon. Pick either sword or pistol. Whatever weapon you pick, you have inhumanly keen accuracy with.

To go to Strange New Worlds(400)- Being a Universe Sheriff means you've been to a variety of planets of various features. Strange terrain that would be commonly seen on alien planets, like changes in gravity or strange ground features, don't affect you.

Authority of Space(600)- You are an officer the law of the Universe, and others should treat you as one. As long as you operate on a similar, doesn't have to be exact, law system as the resident government, you will be treated as if you were one of the government's own law officers. Your judgements of criminals will be recognized, and you are treated as a credible official of crime, among other perks related to the residential officers.

Armor Perks (All Discountable by Sheriff, requires Mithril Armor):

Detective's Utilities(200)- An electrometer, gas sensor, X-Ray device, and infared vision incoperated into the visor of the suit. Designed for looking for evidence or monsters.

Power Grid(400)- Your armor has the ability to deploy a short range field, transferring energy of a specific trait (attack, defense, etc.) to allies, who you can designate. This can also be modified into a damage or healing field.

Power Burst (600)- As a finishing move, you can channel the entirety of your suit's energy into your weapons. Metal swords turn into powerful lightsaber equivalents, and guns that normally shoot bullets shoot giant lasers. You can also apply this to Power Grid. Using this will drain the suit instantly, forcing you to recharge in a weakened state for a couple of minutes.

Items

Cash (50)-A couple thousand dollars, a decent start up for living or amateur film making.

Curry Rice (50)- What is this world and everyone wanting curry rice? Regardless, it's an infinite pot of curry of your choice and an infinite rice cooker's worth of rice. You can modify the curry after purchase if you wish.

Metric Tons of Dynamite (200, discount Producer)- The staple of a good sentai production, this crate of dynamite is perfect for damage effects and finishing explosions! Comes with remote detonators and replenishes every month.

Box of Goods (400, discount Producer)- A box of the basic materials for crafting suits and props, perfect for an ameteur studio. Another purchase will give you industrial grade materials, like for big budget movies and the like, and the last upgrade purchase will give you alien equivalent materials.

Replenishes every month

Studio (600, discount Producer)- It's more of a warehouse (the normal kind, 5,000 square feet) than it is a studio, but it carries the basic necessities for filming: Green screens, lighting, cameras, casting studios, crafting workplaces, the works. You don't entirely need it as the stuntmen have their own studio, but having an extra set never hurts.

Attaches to warehouse (the Jumper kind) as a separate room at the end of the jump

Weapons Pack (200, discount Stuntman)- A box of high quality props containing: 5 swords, 5 pistols, a rifle, a bow, a spear, an axe, and a pair of daggers. Comes with instructions for each possible variant of the squad's "Team Bazooka", and replenishes damaged prop weapons every month

Teleporter (600, discount Stuntman)- A neat looking prop that "teleports" (read: just has a fancy special effect) the user within a city radius. Easily susceptible to jamming for some reason. Comes in sets of 5.

Sheriff's Loadout (Free, Requires either Universe Sheriff or Sharp Shooter/Slasher)- A pistol and sword, the popular loadout of Universe Sheriffs. Purchasing the Sharp Shooter/Slasher will instead give you a specialized, improved version of whatever weapon you chose to specialize in.

Sheriff's Badge (200, discount Space Sheriff)- A symbol of authority of the Universe Sheriffs. Recently obtained an upgrade from that space police squadron, Decade Rangers. Upon activating this badge, you can charge a suspect of a crime, and the badge judges, based off of a complicated algorithm, if the target is guilty of that specific crime.

Vehicles

Cardboard Mecha (400, discount Stuntman)- The capstone of a good sentai battle, the giant robot! Well it's actually a cardboard suit of a giant robot, but it gets the job done. Easily "upgradeable" and repairable through cardboard and duct tape.

Motorbike (400, discount Driver)- The signature bike of a Driver, with significant amounts of performance compared to the average motorbike. Extreme amounts of speed and durability seems to be its strengths. Your choice of what style of bike it is.

Spaceship (400, discount Sheriff)- A spaceship for Universe Sheriff duties. Comes with a suit repair module, extremely basic living quarters, and can probably have 3 people on it at most.

Companions

Staff Call (50, 300 for a full import)- One Jumper and a bunch of stuntmen can't run the show by themselves! Import companions with the Producer origin, and 400 CP to spend.

Get me 5 Stuntmen with Attitude (200/300)

200- Those stuntmen you just met valuable allies, add 5 companions of the stuntman origin, based on the remaining roles available, and 400 CP.

300- Those stuntmen? Bah, you have your own! Import 5 companions based on the remaining stuntmen classes, and 500 CP.

In either event that you end up with a 6th stuntman, their role is "6th Ranger", give them 2 discounts from the stuntman role lines. Each discount must be used on a different pricing tier.

Backseat Driver (300, discount Driver)- Sometimes, even a lone hero needs backup. Create or import a Companion with the Driver origin, a belt, and 500 CP

Universe Deputy (300, Discount Space Sheriff)- While sheriffs usually work alone, this operation probably needs a second sheriff. Create or import a companion with the Sheriff origin, Mithril Armor, and 500 CP

Drawbacks, maximum cap of 600 points.

Speak and Not Spell(100)- Everything in the world seems to lack proper grammar. Expect weird sentence structure and typos from everyone and everything. For some reason, everyone somehow uses emoticons in their conversations.

Not Tax Deductible (100)- Between the massive explosions and giant robot battles, turns out saving the world on a weekly basis is expensive. Expect to have to pay damages after your fights.

Spandex Suits and Law Suits (200)- As a stuntman or producer, remember that Super Ranger show you left? Turns out its director, Mi Ah, seems to be suing you every other month for "copying" his product. As a Space Sheriff or Driver, people seem to charge you reckless endangerment or vigilantism. You can win against these charges, but the financial drain of court might get to you.

On the Ropes (200)- What's up with these mooks? They're supposed to lose according to the script! Every enemy seems to be a challenge for you and your squad. This is even worse when you're working alone

Plot Overload (300)- What, you thought all those random cameos were just that? Seems that both old Driver and Universe Sheriff plots are mixing into this plot! Not only do you need to fight the evil alien forces of Villain X, but it seems a strange cult is rising in the city, along with intergalactic mafias and criminals.

Third Life (300)- Some enemies normally have a second life where they transform into a city sized monster. Now these second life enemies have a chance of having a third life, where they can grow even HUGER THAN BEFORE

Wet Cardboard(400)- Why is everything breaking! Everything you make, purchase, or use seems to break after one use.

Anything in your warehouse that breaks as a result will be compensated at the end of 10 years.

N- Yes(400)- You simply can't say no to any offer, business or casual. This is bad for everyone involved.

Unpleasable Fanbase (500)- Saying "You can't please everyone" is an understatement. Everything you do will somehow divide the public and the general audience. Expect sales to drop and rise rapidly and drastically, metric tons of hate mail, and even people actively trying to kill you in some extreme cases.

No Imagination (500)-You just... can't get into that super hero acting spirit. You simply can't see or believe your own acting, like you have zero confidence in everything. Not only are you extremely weak, if you're in a squad, you manage to be a massive hindrance for your own squad.

CHROMA\SQUAD (600)- Your vision is covered in layers of grit as you wake up to the world. It seems Villain X has managed to conquer the Earth even before your adventure even started. Crime, both monster and human, seem to be the norm. Every government is either shut down, or extremely corrupt.

Hero idealism has been replaced with REAL WORLD ISSUES, and what few heroes exist, be they Sheriffs, Drivers, or Rangers, are either in hiding, captured, or heavily corrupted.

Justice is dead. What will you do? Hide? Embrace evil? Or resurrect justice across the universe?

[END SCENE]

Now that your adventures here are over, here's a few parting gifts.

-Any stuntman type items, like props or the robot, made by the end of this jump are given equivalents designed for actual combat.

-Tape, DVD, and digital footage of your adventures here, designed for 30 minute episodes (and maybe a few movies). Ten or more seasons worth.

-The option to broadcast said episodes into any world that has TV stations. You still have to pay for the licensing fees and approval, of course.

-Toy replicas of your equipment and your superhero forms, just because

Now that that's out of the way, what will you do?

RERUNS (Stay Here)- Well, it's a nice cushy world, and business seems to be doing fine, why would you leave? You'll be reported dead or missing at your home world.

CUT CUT CUT (Go Home)- I guess all good things have to come to an end, you go home with all of your powers and items.

ONTO THE NEXT SEASON (Continue on!)- There's more worlds, more settings, and therefore, more opportunities to earn money or spread justice across the multiverse!

Notes

The Progression of Materials is as Follows. **Red** is what you get with 1 Purchase of Box of Goods, **Blue** is 2, **Green** is 3.

Paint: **Gouache Paint** > Acrylic > **CGI Paint** > **Telepathic Paint** Both Telepathic Paint and Energy Field

Glitter: **Glitter** > Glass Shard > **Fiber Glass** > **Energy Field** combine together to make Energy Core

Plastic: **Play Dough** > Plastic > **Vinyl** > **Strange Goo** > Black Goo

Fabric: **Cotton** > Leather > **Polyester** > **Wool of Alien Sheep** > Alien Carapace

Cardboard: **Cardboard** > Wood > **Metal** > **Alien Cardboard** > Nanometal

Tape: **Duct Tape** > **Silver Tape** > **Gold Tape**