

Shattered Grid



Welcome to the world of the Shattered Grid, on the surface, this resembles the world of Power Rangers that you are familiar with but that is only on the surface. You see, in just a while everything you know will change with the arrival of the Black Dragon, a zord from another universe controlled by Lord Drakkon, a version of Tommy Oliver that walked a different, darker path. Yet, that is only just the beginning, the first domino in a trail that will end with Drakkon's subjugation of the Morphing Grid and destruction of countless universes.

You gain 1000 Morphing Points, use them wisely.

Location, Age & Gender

You arrive in Angel Grove, the home of the Mighty Morphin Power Ranger
Age & Gender is up to you.

Origins

Power Ranger: Maybe you were a teenager going about your life, a newcomer in town, a samurai trained since birth, a lost messiah or a trained firefighter. Regardless of who you were, you, like so many others have done in the past and many will do in the future, answered the call of justice and answered the call of the Morphing Grid. You were empowered beyond humanity and became their defender, you became a Power Ranger.

Lord Jumper: You were the odd one out, while other versions of you trod the path of justice, you trod the path of power. You discarded everything and everyone in your way, you brutalised and destroyed countless individuals, enslaved billions and destroyed yourself so that something more powerful could take your place. And nothing and no one can and will stop you. Jumper is now gone, now rises Lord Jumper.

Zordon: Maybe you were a ranger once that fought for all that's good and pure, maybe you were a guardian of the universe fighting in the dark times of the universe. Maybe you were a protector, keeping something dangerous from falling into the wrong hands. But regardless, it does not change who and what you are now, a mentor, a teacher and a parent to future heroes. Those with the purest of hearts and the most resolute of wills that are willing to give up their lives for the sake of others as they will not willing to give up on others, you are not willing to give up on them.

Anomaly: You don't have a past, you don't have a present, you don't have a future. Your path is yours to walk, your decisions yours to make and your life, yours to live. Good luck and walk your path wisely Jumper. This is the Drop-In origin.

Jumper-5: The monster maker, the quiet genius behind every madman AND madwoman that without them plans would go awry. The source of their armies, the fuel of their nightmare forces, the unseen villain lurking in the shadows.

General Perks

Into The Heart (100 CP): It seems even the power of the Morphing Grid is not enough to satiate your hunger, you still desire more, you still possess the need for more power, more plundering, the hunger to walk into the heart of raw power and take it all. And this is a manifestation of that desire, the ability to via raw power walk into the heart of raw energy and rip their abilities from them. For example, via gaining a Green Lantern ring you can if you are strong enough rip energy straight from the embodiment of Will, or gaining a connection to the Speed Force and stealing speed and energy from the Speed Force etc. That is the type of hunger and power you possess.

Morphing Grid (100 MP): Not many seem to realise just how dangerous the world of Power Rangers is and just how many times they saved the Earth and universe from destruction. Take for example Grumm in SPD who has conquered and destroyed galaxies and would have gone on unimpeded or Rita & Lord Zedd who would have exterminated all life on Earth if not stopped. And let's not forget the Power Rangers Zords who cannot only space travel but allow one to take down monsters that could trample countries and beat all the worlds military with no problem. And then there's the Morphin Grid which can allow one to destroy universes, rewrite reality and change the multiverse itself. And you get to take this with you, letting you take the Morphin Grid with you and making every world as dangerous as this one really is so alien overlords, various universes and dimensions, magic, magical entities from the underworld, mutants, galactically reviled entities, machine empires, powerful sorceresses etc. But there are no beings fighting for good there though.

Realistic (100 MP): To put it plainly, this prevents anyone now and in the future from finding ranger transformations, zords, weapons etc cheesy or corny like how those in the world take Power Rangers seriously. Or, this

instead changes it so that it makes the monsters, the fights etc gritty and serious think less child program and more young adult.

Power Ranger

Lean, Mean, Mob Killing Machine (100 MP): How is it that every Power Ranger can fight, I mean seriously, Billy Cranston was a nerd who could barely stand up for himself before becoming a ranger but as soon as he transformed he was able to beat monsters and evil witches and fight for god knows how long without being winded. It makes no sense, unless you take into account the possibility that upon transforming, all rangers are endowed with knowledge of martial arts and their bodies are upgraded into fighting fit condition. Of course, I can't say that with absolute certainty because I only have one example of this occurring and you aren't exactly a normal ranger are you. Can also upgrade appearance if you want for whatever reason.

Final Battle (200 MP): In the final episode, the rangers are always losing but they always seem to win no matter what. Their enemies are defeated, happy endings given and everyone goes along their merry way. Of course, this happens in minor ways throughout all of the different series doesn't it. Like the villain creates a monster that cannot be beaten, the rangers find a weapon or are bestowed a super mode etc that lets them beat it an episode later or a ranger is killed and miraculously they are brought back. In essence, the quantity of plot armour that rangers possess is extraordinary, something that as you are a ranger now possess for yourself. Giving you the exact same level of plot armour as a Power Ranger.

Red (200 MP): A Red Ranger is not just another ranger, it is a responsibility, a responsibility to lead your team, to shift your allies to where they need to be and do what they need to do, to coordinate attack combinations, to never give up, to motivate your fellow rangers when they have lost hope, to be the one they turn to when all seems lost. To be the leader that every ranger needs.

Beat One, Beat Them All (400 MP): Mob monsters are weak but even then faced with great enough numbers even an entire team of rangers can be beaten. Except for you, because now even when faced with hundreds of enemies so long as you can beat all of them one on one with no issues, you will be able to beat them all with no problem. Now with you, quantity is no longer a substitute for quality.

Techno-Babble (600 MP): One thing people underestimate, is Billy Cranston's intellect, I mean not only did he create the rangers communicators and link them with an alien teleportation system, he was also able to understand a Zords internal systems, dismantle them, create shield generators using morphing grid energy, interface other universes technology, understand timeforce technology as well as the implications of having his timeline isolated. In essence, he is a bloody genius; something that you too can acquire, letting you become a genius equal to Billy Cranston.

Lord Jumper

Fear & Loyalty (100 MP): Two opposites that tyrants and leaders utilise to hold the service of men and women. Some use fear to lead others the fear of violence, the fear of death, the fear of failure; utilising fear, they keep their men and women in line. Others use loyalty either gained through past adventures, time or pure charisma; they achieve loyalty in their subordinates. However, both have one key disadvantage; that is that fear can fade and so can loyalty inviting betrayal into their ranks. But, you are special, in the sense that disloyalty and betrayal seem to avoid your ranks like the plague preventing or stopping any of your forces or subordinates from ever betraying you now until the end of time and even after that.

World Of The Coinless (200 MP): To rule is a burden, it is not all about having wealth and power, it is about managing finances and forces, controlling administration and passing laws, about managing the people and quelling rebellions. That is what being a ruler is about, about managing and performing all the tedious and mundane aspects of a world that keep it running. All of the skills you will need in order to become a ruler and not a tyrant.

They Could Have Been Gods (200 MP): Say what you want about Lord Drakkon, he was tenacious and willful; willing to do whatever it took to achieve his goal, even murdering the one being closest to him when he tried to get in the way. No matter the pain inflicted onto him as his body was breaking apart, the forces amassed against him, the power directed to attempt to destroy him; he never gave up and achieved his goal. Something that you have learned from and acquired through numerous hardships; a willpower that will make you stop at nothing when it comes to achieving what you desire, no all-powerful beings, no worlds, no Power Rangers nothing can and will stop you. Nothing!

Campaign (400 MP): Leading a one world war against a Multiverse is hard work especially when you are not exactly a military strategist isn't it. Now, when performing such a momentous task one can either learn and adapt and hope to learn on the go or they can purchase such military experience using MP. Making them a verifiable tactical and strategic genius whose ability is legendary and one of the very best tacticians in the history of the multiverse letting them plan and direct countless forces across countless worlds while creating and implementing various plans and back-up strategies to achieve victory all at the same time.

The Power Of A God But The Body Of A Mortal (600 MP): As Drakkon merged more and more morphers with his own and acquired countless different connections to the Morphing Grid; his body began tearing itself apart evidenced by the presence of black veins on his body. Eventually, if he hadn't reached the Heart Of A Morphing Master his body would have given out causing his death. And I don't know about you, but if I was planning on following his path I would need a perk that prevents this from happening; allowing my body to contain infinite power and energy without it being damaged or breaking itself down. And this perk is for that.

Zordon

Immortal (100 MP): Have any of you noticed that the majority of time, the wise mentors and advisors of a ranger team are always immortal. Zordon, Ninjor, Keeper etc all of them ancient entities who have not aged a single iota of time. Something you can now benefit from, preventing you from ageing and turning you into an Immortal; allowing you to live from the beginning of the universe until it's end without having aged a single second.

Like A Parent (200 MP): It is not your role to fight evil, it is yours to be the hand that guides others to do so, to fight for the betterment of others, to fight for a better tomorrow. You are the mentor and maker of Power Rangers and the one who guides them; and this is shown in how you teach them; under you your students find they possess limitless potential for both whatever they wish to learn and whatever you teach them, they learn quicker than ever before learning in days and weeks that others would require years, they discover new abilities and forms, new fountains of strength to draw from. Under you, they do not just become better, they become exemplary.

Unflappable (200 MP): Panicking does nothing, being afraid does nothing but being calm and steadfast does everything. While afraid you panic and make mistakes but if you remain calm, you can look at a situation rationally; preventing emotions from influencing your actions and operating with 100% logic. And you are one of the few capable of performing such a feat; allowing you to think without a single iota of emotion. Comes with a toggle.

Different Streams, Same River (400 MP): Every ranger team draws their power from the Morphing Grid in different ways akin to multiple people

drawing from the same river but through various different streams. And the way this is done is through different devices e.g. Power Coins, Ninja Prism, Lightspeed Morphers, Mystic Morphers etc with each device allowing the user access. Now, you are probably thinking okay but what exactly is this perk as in what does it give; well since you asked so politely, this perk lets you create those Morphers I.e this gives you the knowledge and skills to connect to the Morphing Grid allowing you or others to access the grid for power and transform into Power Rangers as well as allowing you some form of control over the exact appearance of the ranger costumes and abilities you have created. As well as the ability, knowledge and skill to also create the famous ranger Zords. This basically gives you the knowledge of Ninjor.

Unanchored (600 MP): When Zordon was unanchored from his time, he found himself adrift in time and space and was able to view another timeline, another history, another universe. And while his 'viewing' was more of a happy accident, yours isn't. Whether because of your Omniversal (mandatory caps) nature or a chonal accident that occurred upon your arrival; you were bestowed the ability to look into alternate timelines and histories including your own allowing for viewing of the past, present and future all at once with relative ease. However, viewing more than one timeline can and will tire you but with training, what you can see can and will grow.

Anomaly

Roll Of A Dice (100 MP): Sometimes you cannot control where you end up, sometimes it can be a desert in the middle of nowhere, sometimes it can be a hive of ravenous insects, sometimes it can be in the middle of a Command Centre, sometimes you have no clue where you are going to end up. However, where before you could end up anywhere; you now possess a bit of good luck when you are being transported to a new world, dimension, time etc in that no matter what location you end up, you will always find yourself in a safe place bereft of any enemies and dangers. Can come with a toggle.

Isolation (200 MP): I don't think anyone has ever realised just how dangerous Timeforce rangers actually are, I mean they are capable of travelling through time and if they wanted (not that they would) they could easily kill anyone they wanted thus erasing them from the future. And while we know they wouldn't do it, I wouldn't take that risk if I were you, so for 200 MP, you can choose to have your personal timeline become isolated, preventing anyone from interfering with your past whatsoever. Not bad, am I right!

10,000 Hours (200 MP): That's the amount of hours it takes for an ordinary human to master a skill, except when it comes to this world, where ordinary teenagers seem to master new morphing forms, zords and weapons immediately as if by magic, where you can go from a novice to beginner to master in a matter of minutes. And if you want, you can take a little bit of those teenagers' learning capabilities for yourself; letting you as they can master any abilities, skills, weapons etc almost immediately after you have acquired them learning the ins and outs as if by magic. Forget 10,000 hours to master one skill and think more about mastering 10,000 skills in one hour.

The Green Candle (400 MP): The very thing that in the main timeline Rita Repulsa used to strip Tommy Oliver of his abilities and later on used to attempt to strip Lord Drakkon of his powers as well. And who wants that, after working so hard for so long, beating and acquiring numerous ranger abilities and then having it all taken away from you; seriously. And more importantly, the very thing that will never happen to you as your abilities now and forever cannot be taken, stripped or suppressed whatsoever. Regardless if it's by magic, technology, godly power etc, your powers now and forever will always be yours and will always be working.

Gone But Not Dead (600 MP): Isn't it a treat when you try so hard to survive and then a sociopathic maniac just decides to erase several universes with you being in one of them. Now whenever you are erased from reality or the universe is destroyed via reality manipulation, you will somehow find yourself transported to another universe safe and sound; however, whether this universe is exactly the same, has a different history or does not include you etc is random, the only thing certain is that the universe will be just as safe as the one that was erased/destroyed.

Jumper-5

Not My Fault (100 MP): It's annoying when you put so much work into creating the perfect monsters and they get beaten so easily because they never had any assistance and then you get blamed for it. How is that fair, I mean why can't it be with you like it is for the Jumpers, I mean why can't you have perks that prevent you from being blamed when it isn't your fault; it isn't fair.

Theme (200 MP): To put this simply, pick a theme for example, magic, ninja, mutations, cyborgs etc and you get unique abilities based around that as well as suitable training. For example, those who choose magic gain the ability to cast spells, those who choose mutations gain access to knowledge to create chemicals that can cause, increase, empower mutations in others etc.

Finster (200 MP): This perk grants you the ability to create minions and monsters based on a single theme (if you picked the theme perk and chose the same theme your creations will be even stronger). How strong your creations are is dependent on how much time, energy, resources, you have placed into your creations with the stronger the monster; the longer and more energy intensive the creations being.

New And Improved (400 MP): To put it simply, this lets you add/incorporate your out of jump perks and powers into anything/anyone you create (without you losing anything obviously).

Make My Monsters Grow (600 MP): To put it plainly, this lets you supergrow your monsters into skyscraper or even planet sized entities with the obvious increase in strength and durability. The exact height at which they

grow is dependent on the quantity of energy you place into them; how they grow is dependent on the themes you choose for the above perk.

Items

Morpher (Free/ But Optional): Your very own morpher, the appearance of your form and morpher is up to you. Can be imported into.

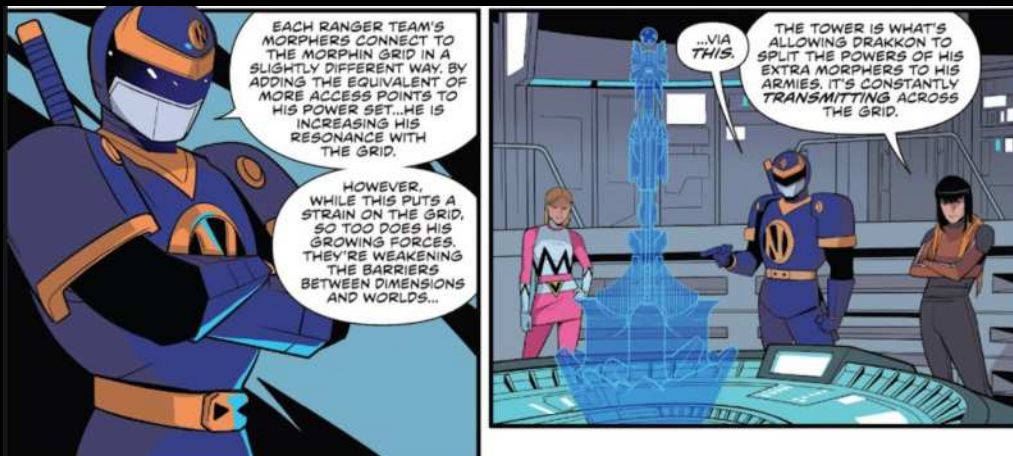
Master Morpher (100 MP): Allows you access to every ranger form you have access to from other jumps and this one. Can be imported into.

Shattered Grid (100 MP): The entire comic book series.

Communicator (200 MP): Whether a wrist communicator or something else entirely, these two communicators are one of a kind in that they can allow instantaneous communication between two parties across an entire multiverse with no chance of the signal being jammed or lagging at all.

Relay Tower (200 MP): A gigantic command centre with a throne fit for a king in the middle of the structure. The function of this tower is simple, it acts as an omniversal relay allowing you to split any and all abilities whether ranger power sets, out of jump abilities etc and transmit them across the multiverse (omniverse once you have your spark) to those you desire no matter the quantity. As well as allowing you to strip those empowered by you of their abilities when you desire (whether this is due to a telepathic connection with the throne or something else entirely is your choice). And lastly, unlike canon where giving multiple ranger power sets places a strain on the Morphing Grid and fractures universes, your tower stabilises such an effect preventing anything like that happening. However, your tower does have a weakness in that it has to exist somewhere in the multiverse (or omniverse) in order to function and if destroyed those empowered by it will lose their abilities but don't worry, the tower possesses almost miraculous technology that allows for total fixing of the tower within 24 hours. You can decide the interior and exterior of the tower

and it comes equipped with dozens of facilities, labs and everything else that makes it perfect for a home base for an empire.



Black Dragon (300 MP): A repurposed and upgraded Green Dragon Zord from another universe, this machine is probably one of the very best machines you can ever find in both universes. Not only can it both shrink to human size and grow to full zord size it is incredibly durable, able to take hits from ranger weapons at full power without a dent, take multiple shots to the face from Rita Repulsa's cannons and take a hit from a Dragonzord with no damage as well as move it's armour at will. The Black Dragon is also incredibly strong with it able to backhand a person through the Mighty Morphin Command Centre with ease and fight off all six Mighty Morphin Zords by itself, fast enough to catch someone while they are teleporting, fire lasers from it's palms as well as a gigantic energy wave from its mouth that could kill rangers with no problem and and most importantly, absorb the powers of rangers by just grabbing one. The Black Dragon can also by using the Green Chaos Crystal strip rangers of their powers as well by shooting a blue laser into it (and no the crystal will not be damaged). Lastly, the zord can be controlled and spoken through remotely even a universe away.



Green Candle (300 MP): A fairly big candle with an even bigger ability, so long as you can obtain a sample of a person's genetic material e.g. their blood, hair etc and incorporate it into the candle via a ritual which only you know and light it; you can drain the target of their abilities. And once the candle has completely burned down all of the target's abilities will be drained and they will be left drained. However, this is not instantaneous and the candle must be fully melted without any outside assistance for the target's abilities to be completely taken and secondly, the target will feel their powers being taken and as such will have time to try to destroy the candle. You get a new candle every new jump or every decade.



Lord Jumper (300 MP): The power of Lord Drakkon himself combining the powers of multiple ranger teams including the Green Ranger, White Ranger, Samurai Rangers, Zeo Rangers, Dino Charge Rangers, Space Rangers, Jungle Fury Rangers, Ninja Steel Rangers and countless other teams. Affording you immense power great enough to enter the heart of the Morphing Grid itself and beat the three Emissaries; beings of immense power who serve the Morphing Masters and being the strongest ranger in the history of this setting. However be warned, if your body cannot handle this power it will begin breaking down. Lastly your ranger form can look like Drakkon's if you want though minus the cape (again if you want). What your morpher looks like is up to you.

What this actually does is enhance your speed, strength and durability much like the normal Power Ranger transformation except it's boosted way way beyond every other team.

Command Centre (400 MP): The famed Command Centre of Zordon & the Mighty Morphin Power Rangers, this centre is a state of the art base equipped with technology far advanced from that of Earth capable of scanning for disturbances through the entire world, possessing incredibly powerful technology that could create a pocket dimension that could be used for lifelike simulation battles, teleport others through the entire

world, holographic screens capable of hacking into any and all human technology in this planet, futuristic med bays that that can scan and show a representation of a person's molecular energy pattern based on their unique energy signature and Morphing Grid connection. As well as many labs and workshops with which, if you possessed the knowledge and skills, could allow you to create your own Morphers, Zords, weapons etc. You decide how the exterior and interior look.

Interior and exterior appearance is up to you and this includes all rooms including the command centre. It is fully upgradable.



Green Chaos Crystal (400 MP): An incredibly powerful and dangerous crystal, the green chaos crystal can be utilised to tap directly into the Morphin Grid, allow its user to move between dimensions and universes as well as the ability to (by looking into it) see into other universes and timelines. Now normally the crystal is powered by Green Chaos Energy generated from the Mighty Morphin Green Energy but yours is powered by the morphin energy you produce.



Saba (600 MP): Not really the sentient lion headed blade created by Zordon & Alpha-5 but still a pretty decent blade enhanced with mystical incantations allowing for the user to move between universes (and yours does not require the universes to be fractured by the Morphing Grid) and tempered with Ninja Steel providing an incredibly strong connection to the Grid allowing for the user to steal the powers of other rangers and bestowing that connection to the user. However be warned, without an appropriate perk your body can tear itself apart accommodating too much power. Appearance of the blade is up to you.

The Heart (4000 MP): The heart of a Morphing Master, this is a red gem like object with a black flame emblem in its core. This object is incredibly powerful and dangerous as it can enhance the power of a connection to the Morphing Grid, giving the user god-like power to shape and alter countless universes with just their willpower.

In their morphed state, the user also gains access to superhuman abilities e.g. red energy blasts, super strength, ability to generate electrical energy, superhuman damage resistance, flight and super speed.

Now normally, this comes with drawbacks. The main one being that the user must have a calm and disciplined mind to maintain power and control over The Heart. If the user however doesn't, then the Heart will sense their doubts and insecurities and use it against them in the form of spiritual

creatures to remove itself from the user; with these creatures growing stronger and multiplying until the user is too weak to fight back against them. However, as you are paying MP you possess complete control over The Heart.

Lastly, for Drakkon, The Heart appears as a red diamond placed in the centre of his ranger costume, in his depowered state, the diamond is embedded in his chest. However, you can decide what The Heart looks like in your ranger form and in your depowered form and where it is e.g you can choose for it to possess the heart on a specific belt in your depowered form, or be part of your morpher etc.



Companions

OC Companion (Free): You can create your own companions who gain 1000 MP and one perk line to choose from and item discounts. Can be purchased multiple times.

Import Companion (Free): You can import one of your own companions into this jump. You gain 1000 MP, one perk line to choose from and item discounts. Can be purchased multiple times.

Jumper-5 (100 MP): Your very own version of Alpha-5, this little very slow robot may not look like much but trust me he is probably one of the very best of friends and allies you will ever have. Filled with Zord construction, morpher construction and repair, possessing a library of information on monsters, magic and the Morphin Grid. This robot is skilled at a wide variety of topics and is the best help you can get.

Sentries (100 MP/Requires Relay Tower): Your very own Ranger Sentries mass empowered via the use of various ranger morphers and all incredibly loyal to you. Every purchase enhances the quantity of Ranger Sentries by a factor of ten with the first purchase bestowing 1000 sentries.

What Team Morphers they are connected to (e.g. Drakkon's sentries draw power from the Red Mighty Morphin Power Coin and as such their morphed state is the exact same as Jason's.) is up to you for the first purchase and for every **additional 50 MP**, you can purchase ALL the Morphers of other ranger teams; for those who think it's cheap just remember YOU will not be able to use them or merge them with your morphers.

Drawbacks

Campy (+100 MP): Looking back at the recent seasons of Power Rangers, I literally cannot watch them, where the first few were new and somewhat entertaining, the new ones are cheesy and over the top. Something you now have in common with them, you are now prone to saying incredibly cheesy words and sayings, things and actions that basically belong in children's books. You will believe in things like true friendship, that talking to bullies and evil doers will really get through to them, that the power of friendship can help through anything; things like that. But on the bright side, no one can say you are not an optimist.

Extended Stay (+100 MP): As it says, for every five years extra you stay here, you gain 100 MP. Max 2000 CP.

Certainly Not Stormtroopers (+200 MP): Fascinating, is it just me or have your enemies been getting more and more competent recently at least in terms of combat. Because to be honest, I can't think of any other reason as to how your enemies have become competent and dangerous in all fields of combat. From tactics, weaponry, abilities and actual combat capabilities. To put this into perspective, where before you could take down dozens of mob level monsters now you would be lucky to take down half a dozen.

Recruitment Drive (+200 MP): To put it simply, where before all you had to do was deal with ten-twenty mooks and maybe one strong monster of the week; now, you have to deal with twenty-forty mooks and two-three strong monsters a week instead now.

Dark Jumper (+300 MP): I'm sorry to say this Jumper but you are not yourself, something on you whether a weapon, the clothes you wear or a thinly little accessory whatever it is, is currently exhibiting a brainwashing

effect on you turning you into a loyal follower of the opposite side you support. The only way for you to be free now is through destroying that item and while that sounds easy, don't forget that you will do anything in your power to prevent yourself being captured or beaten or the item in question being destroyed.

I'm Here Tommy (+300 CP): Maybe it's a curse, maybe it's a fracturing mind or maybe it's a guilty conscience. But regardless of the reason it doesn't change or reduce your affliction; constant never-ending hallucinations that will haunt your waking and dreaming life. That will speak with only you hearing, who will appear in ghostly apparitions that you only can see and create haunting dreams that wake you up at night gasping for air that only you dream. Good luck Jumper.

Deserted (+300 MP): No out of jump companions.

Empty (+300 MP): No out of jump items.

Powerless (+300 MP): No out of jump abilities.

Jumper The Builder (+400 MP): You know those items you purchased earlier on in this jump, well sorry to tell you this, but you aren't going to get them; well specifically, you are going to have to get them yourself whether that means you build them, steal them or acquire them through other means doesn't matter all that does is that one way or another you have to acquire the items you purchased and if you don't, well then you spent MP for no reason.

Multiversal War (+400 MP): You had to take this didn't you while not thinking about how many will die in the coming conflicts, in the next few years of this war. Yeah, you heard me right, war. Where before Drakkon's assault on the multiverse was going to be quick and his defeat even quicker,

now not so much. Expect for the war between Drakkon and the rangers to go on for years, for worlds to be fought over with the zeal of fanatics, for entire civilisations to be destroyed by Drakkon's armies as he slowly and methodically tries to both conquer and destroy the multiverse. Thank you!

Space Dump (+400/+600 MP): I'm not going to laugh, I'm not going to laugh, I ... am definitely going to laugh hahahaha, how the fuck did you get trapped in a space dumpster oh my God, good luck there mate but on the bright side at least you have a roof over your head for the next ten years or for however long you are here. To acquire **600 MP**, you are still trapped, but when you arrived here, it seems a chronal anomaly was present in the area which resulted in you being sent back 10,000 years AND stuck in the space dumpster and again you only have to wait 10,010 or more years.

Jumper Of Eltar (+400/+600 MP): It seems that like Zordon is not the only one cursed with such a fate; trapped in a time warp outside normal time forced to communicate via an energy tube (which you get for free) for the rest of their days (kidding only until this jump ends) but on the bright side, you get 400 MP while Zordon got nothing.

For 600 MP, your energy tube has been broken and you have been cast adrift through time unable to communicate with anyone or anything and left unprotected from the chronal energies of space-time which will kill you with enough time; however, if somehow your companions manage to repair your energy tube before the chronal energies kill you; you will be fine.

The Void (+400 CP): A universe in the far future approaching the end of its life with almost nothing remaining and with the universe being unable to create new life or new suns or new planets. This is a result of the Morphing Masters severing this universe from the Morphing Grid condemning the universe and its inhabitants to die. And if that wasn't bad enough, somewhere in this dying universe is the Praetor, a homicidal and nihilistic

former Morphing Master. Doesn't that sound like a dream starting location, no? Well, you shouldn't have accepted the 400 CP.

Drakkon (+600 MP): Lord Drakkon on his home world rules over a nigh-unstoppable army fuelled with the powers of the Morphing Grid with himself being fuelled with the power of the Green & White Ranger of the Mighty Morphin rangers. As well as immense technology and the ability to travel between universes and now, he is after you with everything at his disposal.

Power Overload (+600 MP): Tut, tut , tut, it seems someone has been dabbling in abilities and powers they shouldn't have been. Or at the very least utilising powers that have been damaging to their health. Very naughty..... wait a minute, you don't know; what do you think all of those black veins, the sweating, total bodily pain and all of the other symptoms have been telling you; oh, you haven't been feeling them yet okay; well sorry to tell you, but your biological structure is weakening to the point of outright failure. If you don't do something soon, you will die.

Saban (+600 MP): You know the Power Ranger series consisting of several ranger teams, yeah that one, well they are all coming after you. From the Mighty Morphin rangers to the Cosmic Fury ones all of them are after you and unlike their television counterparts, these rangers possess no mercy, no tendency to avoid murder and an undying hatred of you.

The Jumper Candle (+600/800 MP): Somewhere out there in the multiverse there exists a candle linked to you and your abilities, when lit, this candle will begin to burn and all of your abilities slowly bit by bit will begin to weaken and disappear and when it has completely burned down to nothing, your abilities until the end of this jump will be lost permanently and that includes abilities from this jump as well (for those with no out of jump

powers this will only affect in jump abilities instead) but on the bright side, the candle hasn't been lit yet. So you have time to find and destroy it.

For 800 MP, oops, it seems that your arrival here somehow triggered the candle causing it to be set alight and beginning the loss of your powers.

Empyreals (+1000 CP): You sure you want to do this, are you really sure. Because trust me, this is suicide no CP is worth unleashing these beings onto the universe especially in this state. The Empyreals are incredibly powerful entities that can destroy entire worlds, rip apart the Emissaries of the Morphing Grid, go from the edges of a galaxy to a singular planet in moments, create life, manipulate energy, give and strip powers and are basically nigh-invincible. The only way these things were beaten was that the Celestial Sharp which controlled the Empyreals was destroyed which while releasing them to do whatever they desired also reduced their powers and durability. But unluckily for you, while they are free to do whatever they want, there is no loss in durability or power. Hope the 1000 CP is worth it.

Ending

End Of The Journey: All of this fighting and death has had its toll on you it seems. I can see it in your eyes, your haggard expression, your hunched down shoulders. Continuing on will do you no good, it's time for your journey to end Jumper; it's time to go home.

Life Afterwards: It seems you have finally your place Jumper, the place where you wish to grow old and die. The place with those who you call and family. You have finally found your home and in celebration of that here is an extra 2000 CP for use now. However, if you wish, you can choose to utilise that CP at the very beginning but by doing so it means the choice has already been made for you; here you will stay forever.

The Next Chapter: You are still raring to go it seems, good the Omniverse is a huge place and there is plenty more to see and even more to do. Take what you have learned here and use it wisely Jumper.

Notes