



Uchu Sentai Kyuranger

300 years ago the Space Shogunate Jark Matter ruled the universe. A rebellion formed, led by Tsurugi Ohtori the immortal Houhou Soldier and first earthling to travel outside of our solar system and his allies Orion and Quervo They along with many others become the 88 original Kyurangers. They were eventually victorious at overthrowing Don Armage, the leader of Jark MAtter, but at great cost. Most of the 88 soldiers lay dead and Tsurugi himself was forced to channel his immortality into a final desperate attack.

Now, in the “modern day”, Jark Matter has once again begun its conquest of the universe. Shou Ronpo, the current leader of the rebellion, works to gather new Kyurangers to battle Jark Matter and collect the Kyutamas, the power of the 88 constellations. You will arrive here on the day that the Leo native Lucky crashes into a battle on the planet Crotos between the Kyurangers and Jark Matter, and becomes ShiShi Red of the Kyurangers.

Here's +1000cp to help you along the way. You may choose your age and gender at the beginning of this jump for free.

Backgrounds

Drop-In

Almost literally, as you land on Crotos the same moment as Lucky with no new memories, allies, or connections. Your fate is your own to decide.

Kyuranger Rebel

You are an ally of the Kyurangers, and work aboard their ORION ship. You have likely suffered at the hands of Jark Matter or otherwise are motivated to fight them. You may not even be a combatant, perhaps fulfilling some other role amongst the crew. You begin either on the ORION or fighting alongside your allies on the planet Crotos.

Survivor

It seems Don Armage was wrong when he believed the entirety of the original 88 were slain. Through some mechanism, whether that is a long life or being held in stasis, you have lived through the intervening 300 years. You have a long history in this world and much experience. You can choose to begin on any planet or alongside Shou Ronpo on the ORION, remaining a part of the rebellion.

Servant of the Shogunate

You are allied to Jark Matter. You serve the great Don Armage loyally, and seek to solidify your faction's control over the universe. You begin ranked between a Daikaan (Commander) and foot soldier. You begin on a Jark Matter Controlled Planet.

Racial Options

Human or Human Equivalent (Free)

You are a standard human with nothing special about you. Or, you are an alien which has no unique abilities or advantages over humanity.

Indaver (100cp, Free for Villain)

You are one of the mass produced foot soldiers of Jark Matter. Despite their artificial nature, they are a unique race and their members have their own personalities. You are physically more powerful than an ordinary human, but lack any special powers. For an additional 100cp you can be upgraded to the Flatwoods Monster-like Tsuyoindaver with even greater stats, but will lack the Enlarge Inrō DNA and as such cannot turn giant.

Above Human (200cp)

You are something special, belonging to one of the more powerful races. Perhaps you have a paralytic gaze like a Hebtsukai, have the extending tail and poisonous stinger of a Scorpionman, or have the ability to blend into your environment like a native of the Chameleon system.

Mechanical Organism (300cp)

Like the androids Raptor 283 and Champ or the Techno-Organic Balance you are a mechanical organism. You are unaging, provided you receive regular maintenance, and can keep fighting even with large parts of your body missing. As a machine your temperature tolerance is much higher than the other races, and you don't need to breathe and are able to operate in space without any extra equipment. Your physical attributes are much higher than an organic lifeform as well. You lack the more advanced powers Balance possesses.

Perks

Perks are discounted 50% to respective backgrounds with 100cp perks being free.

Drop-In

Childish Resistance (100cp)

When things are dire it isn't often the elders of a community rising up to save the day, at least in fiction. You have a youthful soul that drive you towards heroics, even when everyone else says you shouldn't. Peer pressure and the like have no effect on your ability to make decisions.

Space Hobo (100cp)

Space is a big place, and there's no telling what a new world may have in store. You can tell at a distance if a planet is hospitable to your physiology, and once on the surface finding a place to stay is simple for you. You also have a bit of skill and luck in hitching rides on space faring vessels, like a hobo hopping a train.

Empathy (200cp)

Naga Ray sought to understand emotion, something his people had abandoned long ago. You have a firm grasp on your own emotions and the emotions of others, never confusing those you experience or witness another experiencing.

Like a Pet (200cp)

Something about you and the way you act inspire those who have lost their will to fight again. After seeing you in action they can be spurred on into acting, and as you keep fighting alongside one another they will develop a more and more powerful loyalty to you.

BN Kaito (400cp)

Like a certain silver and gold duo, you are a famed thief across the universe. Planning and executing heists are simple for you, and you can pull them off with such flair as to amaze those on your tail. You are also skilled in hacking the advanced technology found around here, and your ability to pass off your lies as truth is great.

An Immeasurable Dream (400cp)

You have a dream, one that is vast in scope. Maybe you want to explore the entire universe. Regardless this dream suffuses your willpower, making it harder to break. Those who attempt to "steal" this dream or otherwise drain you willpower will find that you possess too much for them to devour.

Devil's Luck (600cp)

Calling you lucky would be a lie. You are the luckiest man in the universe. You could survive a fall from orbit by pure chance, point to a random planet and discover what you are looking for is actually there, and other such feats come to you as easy as breathing. This ability

will only function as long as you believe in yourself, should your will ever falter your luck will abandon you until you have recovered.

A Miracle (600cp)

Something about your entry into this world has caused a miracle to happen. The energy of your arrival coalesced into a special kiyutama. Rather than representing one of the constellations it represents the Earth, and it comes with a special version of the Seiza Blaster. The Seiza Blaster is an arm cannon and transformation device used by kyurangers, and yours appearance is highly customized. Your transformation is much more powerful than any ordinary kyuranger form, and can both rapidly teleport over short distances and conjure weaponry made from planetium energy.

Kyuranger Rebel

Shou Artist (100cp)

Like Shou Ranpo you can create amazing full colour drawings. Your art style is your own, but you still excel at making impressive and exciting images.

Great Chef (100cp)

Perhaps you work alongside Spada in the ORION's kitchen. You are a skilled chef, able to make delicious meals for large groups in a reasonable time frame. While not the greatest chef in the universe, with some dedication and hard work it certainly isn't out of the question.

Consequences (200cp)

Military organisations have a chain of command for a reason. You understand this and have exceptional talent at instilling this in your subordinates. As long as you regularly remind them of the importance of the chain of command those who serve under you will be highly unlikely to ignore orders.

Robot Wrestling Champion (200cp)

Maybe not, but either way you are an expert fighter. You can handle yourself well in hand to hand combat, even while not transformed. You can also pull off a variety of professional wrestling/lucha libre techniques for real without damaging yourself, and allowing them to work properly regardless of your opponent.

Double Agent (400cp)

Like a particular Scorpionman you are trained in deception. You are a double agent, trained to infiltrate Jark Matter and report on their actions to the rebellion. As such you are a consummate actor, able to portray yourself in any light you may so wish convincingly.

Space Ninja Training (400cp)

Like Hammy you were trained as a space ninja, skilled in stealth and infiltration as well as the use of ninja weapons such as shuriken. You have also learned the Ninja Substitution

technique, which allows you to replace yourself with a straw doll in danger. This technique can be very tiring if used in quick succession.

Alternate Path (600cp)

The Kyurangers use change kyutamas to transform, but that leaves a large amount of skill kyutama useless for transforming. You, either having discovered the means yourself or having been taught by Shou Ranpo, know how to build devices such as Ryutsueder that can allow someone to transform with a skill kyutama. These transformations are imperfect and have a time limit on their use, but perhaps you could find a way around this. You can also devise alternate methods for using all manner of supernatural energy sources, such as transformation gadgets from other series.

Heavy Metal (600cp)

You were chosen by the stars to become one of the Kyurangers and have received both a Seiza Blaster and a transformation kyutama. Of course this is not a regular kyutama, this one has been improved into a "metal" version. The transformation improves your physical attributes more than the kyutamas of other kyurangers, but not as much as the special kyutamas provided by other capstones. It does come with a handful of powers based on its constellation, granting a wider variety of capabilities and comes with some form of weapon built into it such as Hebitsukai Metal's grappling scarf.

Survivor

Astronaut (100cp)

You were chosen, once upon a time, to head out into the stars. As such you are incredibly athletic and fit, easily in the top 10% of your species. More than that you have a keen intellect and perfect senses.

In Memoriam (100cp)

A long life would typically lead to a faulty memory, old friends long forgotten. Not so much anymore, you have a perfect memory. You will never forget anything, and your mind can contain an infinite amount of information.

A Legend that Cannot Be Overwritten (200cp)

There are those who would see the past forgotten, especially the past of their enemies. Your achievements are, on the other hand, are highly resistant to attempts to erase them or cover them up. As long as you so will it, the records of your past achievements will never fade and will somehow evade every attempt to destroy the evidence of them. This only applies to the information of your achievements, a building you constructed may crumble but none will forget that it once stood.

I, Alone (200cp)

You don't want to see any more of your allies fall. Convincing others to "leave it" to you is simple, and any allies you may have are much more assured of your ability to handle things on your own.

Former President of Space (400cp)

Maybe not literally, although not entirely out of the question, you are a former president of space. You have incredible charisma and understanding of politics. If you allied yourself getting into office would be no problem and neither would the actual day to day business of that office. Of course, if you're more like Tsurugi, you could just blow off these responsibilities and no one would really mind for some reason and things would work fine without you.

Renaissance Jumper (400cp)

You have lived a long life, and learned many skills. You are a multi-discipline scientist knowledgeable in robotics, astrophysics, space-ship engineering, cryopreservation, and a bunch of other assorted stuff. You could create sentient androids like Raptor and Champ, vessels capable of interstellar FTL, or even machines capable of interacting with kyutamas.

The Legendary Saviour (600cp)

Only the most impressive of specimens could be called a "Legendary Saviour", luckily you just so happen to be one. Physical traits akin to captain america and scaled properly to your species, combat skills such that if equipped with a transformation device of moderate power you could wipe out a fleet of invasion ships, and the tactical know-how needed to lead a rebellion across the universe. The legend starts now!

To Touch the Stars (600cp)

Travelling deep into space, across the galaxy and beyond, something happened. A particular constellation resonated with you so strongly, that the two of you became inextricably linked. You have been rendered immortal, with a decent level of regeneration and the ability to come back from death once per jump. While a number of constellations have already been claimed, any other is yours to choose and it shall follow you into all future worlds. This comes with a transformation Kyutama of your chosen constellation, and a pair of weapons like the Houou Sword and Shield that work as a transformation object using the kyutama. It's power is equal to that of Tsurugi and grants enhanced attributes and powers based on the chosen constellation.

Servant of the Shogunate

Independent Operations (100cp)

The chain of command is often key to successful operations, but for some reason you are given a bit more leeway. When working as a member of a larger organisation you receive much less oversight, as long as you keep getting results the bosses will let you handle things as you see fit.

UNACCEPTABLE! (100cp)

All kinds of people have their little quirks and oddities. Your's are much more apparent and bombastic when you want them to be and people will begin to associate these with you in particular. Likewise they are generally more accepted by others, being written off as just you being you.

Not Aslan (200cp)

Rightful rulers can often be a rallying point for those who oppose a would-be conqueror. Thankfully subverting these rulers and either turning them to your side or replacing them with an impostor somehow works more easily for you. Through random happenstance, people overlooking changes in personality or lapses in memory, and so forth operations such as these are more successful when done by you.

Dave! (200cp)

You are skilled in teamwork, able to operate better when fighting alongside your allies. When working together your competency increases, and when you pose together colourful explosions appear behind you.

Teacher of Class 3B (400cp)

Indoctrinating the younger generation is key to successfully conquering a people. You are an expert at creating and implementing such programs of indoctrination. You can easily indoctrinate a single target giving prolonged one on one contact, but putting together a larger facility and developing a curriculum of indoctrination is where you excel. Might I suggest not calling your program "The Jumper Youth".

A Promotion (400cp)

It seems you have been promoted in the ranks. You have acquired a more powerful kajjin form with a unique power. This form grants you great strength, speed and durability and stacks with your race from this jump. Example powers include the ability to shoot missiles of sand and make fake people from sand, energy absorption and redirection, and high powered regeneration.

The Shogun (600cp)

It takes a special kind of person to operate such as massive military operation like the kind being undertaken by Jark Matter. Your happen to be one of these special people, with a mind for tactics and strategy unmatched. Actually running an interstellar military organisation and putting together and executing operations across all systems is well within your capabilities.

Don Jumper (600cp)

A dark power, similar to that of the Jark Matter Shogun Don Armage. You can possess a being, overcoming their personality and combining their powers with yours. Once per jump, or as often as it occurs post-chain, if you are slain while possessing someone you will survive and be ejected from their now dead body. Beings of sufficient power, will, luck or plot armour can

resist attempts to possess them. When a jump ends you are ejected from the body you are currently possessing, unless the body was already a companion or follower.

Items

Items are discounted 50% to respective backgrounds with 100cp items being free.

Drop-in

Plushie Constellation (100cp)

A small plushie, representing one of the 88 modern constellations. It's very well made and incredibly soft.

Space Scooter (200cp)

Basically a space capable motor scooter, able to cross the great distances between systems in a short period of time through some unknown method. It has room for one person, and comes with a nice looking helmet as well.

Sun and Moon (400cp)

A pair of kyutamas representing the sun and the moon. They allow you to assume an upgraded Sun or Moon form of your transformation kyutama. These forms allow you to shine with actual sun or moonlight, and improve your strength and speed respectively. Any allies associated with the sun or moon, such as a solar powered android or a wolfman, will also be empowered in ways unique to them.

Kyu Energy Lens (600cp)

Some kind of complex machine with all manner of lenses and a store of "blank" kyutamas. When placed under the light of a constellation that lacks a kyutama, such as those from other worlds, it will condense the light into a brand new kyutama. A series of toggles and buttons on the side allow you to determine whether the produced kyutama is a skill kyutama or a transformation kyutama.

Kyuranger Rebel

Kyuranger Jacket (100cp)

A custom jacket, like those worn by many members of the kyurangers. It's made of tough materials, and its colours are customised to your liking.

Kyu the Weapon (200cp)

The primary weapon used by kyurangers, it is modular and can assume a variety of forms. Its three main components consist of a handle - which includes the upper and front connector ports and an extendable secondary handle that can also function as a thin blade, the dagger-like upper blade and the dual-edged lower blade. By combining these in various ways Kyu the Weapon can become a sword, spear, claw, crossbow, axe, sickle, rapier, pistol and dagger. Perhaps other combinations exist, should you be clever.

Auxiliary Kyutama (400cp)

A special kyutama, chosen from those which do not already have an associated voyager. When activated it summons a special voyager of the constellation, which can attach to any other voyager or single mecha to enhance its abilities or attach to a full sized/ fully combined mecha as a powerful weapon.

Battle Orion (600cp)

A copy of the ship which served as the replacement for the kyuranger's ORION. It is a battleship with interstellar FTL and a roomy interior with all the amenities one could want. It is equipped with powerful armaments such as the Orion missiles. Docked on top of the Battle Orion is the Orion Voyager, which has multiple cannons on the front of. These cannons can be controlled by the Battle Orion's computer. Included is the Orion kyutama which can be used to summon the Orion Voyager. The Battle Orion can transform into a humanoid mecha, and in this form it wields the Orion Voyager as a club. Together as a ship they can be wielded by a sufficiently powerful mecha as a powerful bazooka.

Survivor

Dope-Ass Coat (100cp)

Like Tsurugi, Shou Ranpo, and Big Bear you have a high quality trenchcoat. It has a design and colour scheme of your choice, and no matter the circumstances or wearer this coat gives off an impression of badassery.

Abandoned Laboratory (200cp)

Hidden away in some odd corner of the universe, this is an old and long abandoned laboratory, similar to the Tsurugi Ohtori Science Laboratory. It has all the equipment one may need to design weapons, spaceships, androids, and weaponry. The equipment is highly advanced, albeit a little dusty. This laboratory can follow you from jump to jump or become a warehouse attachment post-jump.

Pega-San (400cp)

A Kyutama of the pegasus constellation which when activated produces a sentient body armour. It serves to improve the output of any transformation kyutama it is used with. This version of Pega-San is highly agreeable and will offer you useful advice during combat, and will shift on your body to defend you better.

Gattai Gigant (600cp)

A pair of specialised constructs, resembling a satellite and a tank. The former can pick up any signals on a planet it is orbiting, and can broadcast signals into any unsecured network. The structures which resemble what would be solar cells on a normal satellite can be used to reflect attacks and as blades in a spinning attack. The "satellite" can combine with any single combining mecha, such as a voyager, to become a fully formed humanoid mecha capable of flight. The "Tank" is actually a highly durable, self-propelled launch pad capable of launching any vehicle placed within into space. It can also combine with other combining mecha to provide

powerful legs. Both satellite and tank can combine with any other full sized/ fully combined mecha to grant them greater power.

Servant of the Shogunate

Bazoocone (100cp)

A large, bazooka-like weapon capable of firing a fireball, energy beam, or missile. It will never run out of ammo and makes a halfway decent staff/club in melee combat.

Enlarge Inrō (200cp)

Resembling a traditional Inrō charm, this device is capable of turning the user giant for an hour or so before wearing off. When used it will restore itself in 24 hours and find itself once again in your possession.

Dark Kyutama (400cp)

A kyutama-like device, coloured purple. When placed inside a transformation device (it will change to fit any given device) and activated, the target will be placed under your control. They will also be empowered somewhat above what the device would normally provide.

Moraimars (600cp)

This large, interstellar FTL capable vessel has a drill attached to the bottom. When it lands on a planet it can use the drill to drain the planet of planetium, a powerful and volatile energy source. When a planet has been completely drained it will crumble, becoming little more than space dust. When needed the Moraimars can assume a humanoid form to combat enemies, wielding a lance which can fire energy blasts and is able to shoot lightning from its neck.

General Items

Jumptsueder (100cp, can be purchased multiple times)

There is a fair amount of transformation devices around here, and chances are you are bringing a few along with you. For 100cp each you can combine any two transformation devices, provided one component is from here. E.X. You combine your Seiza Blaster with another transformation device, then you can combine that with another for an additional 100cp, and so on.

Skill Kyutamas (100cp, can be purchased multiple times)

There are a large number of skill kyutamas that exist across the universe. Each purchase grants you a single skill kyutama, selected from any constellation available (see notes). For the known effects of skill kyutama please refer to the RangerWiki article.

Mecha

Voyager (Special)

Voyagers are specialised space-vehicle mecha representing the constellations. They are summoned through their kytama using a Seize Blaster, which can also be used to remotely pilot the Voyager. Regular Voyagers can combine together into a larger, more powerful humanoid mecha and any given Voyager could be an arm, leg or the body.

A regular voyager of your chosen Kytama comes free with a purchase of *Heavy Metal*, and special voyager kytama which produce copies of the canon Voyagers (with the exception of Orion, Houou, Kojishi and cerberus) or Voyagers based on any of the other constellations can be purchased for 200cp (discounted to Kyuranger Rebel) each. These Voyagers, both the free one and those purchased, come with their own weapons such as the Sasori Voyager's tail cannon. If you have purchased a skill kytama and voyager kytama of the same constellation, they can be combined for free.

The Chi Voyager is provided for free with a purchase of *A Miracle*, a massive voyager based on the earth. It lacks any special weapons, but can transform into a humanoid mecha on it's own and has incredible power due to its sheer size. Other Voyagers, which can be purchased like those explained above, can attach to the Chi Voyager as weaponry.

A special Voyager of your chosen Kytama come free with a purchase of *To Touch the Stars*. It resembles a traditional space vehicle or jet and comes equipped with energy cannons. It can combine with the "satellite" provided by *Gattai Gigant* to become a full sized mecha on par with a five part mecha constructed of regular voyagers. This mecha has special powers based on your chosen constellation. Together with the "tank" from *Gattai Gigant* it can combine with as many as 12 other Voyagers to become an incredibly powerful mecha. Other Voyagers may be purchased as explained above.

For 400cp, discounted to Drop-in and Kyuranger Rebel, you may purchase the Cerberus Voyager and the Cerberus kytama. It can combine with four other Voyagers, which become the arms and legs, to become an incredibly powerful mecha. If exposed to a strong source of lunar energy, such as the Moon kytama, the combined mecha will grow in size becoming even more massive and powerful.

Other combining mecha in your possession can be used in place of a regular Voyager.

Forces of Evil

Jumper Shogunate (400cp or Free*, Discount Villain)

Your very own evil organisation, of which you are the undisputed leader. It has enough infrastructure to perform a decent invasion of a country the size of Japan. This includes several secret bases, several kaijin generals of mid-level power, and a large force of generic foot soldiers. These kaijin and foot soldiers can be a copied design or your own designs. The members of this organisation are followers unless imported into companion slots. The organisation will follow you to jumps and its members and facilities will retain changes between jumps. If you have purchased any of the villain capstones you acquire the following additional forces for free, even if you have not purchased a primary force.

The Shogun

A personal strike force, consisting of twelve Indaver. These special Indaver are stronger than their regular counterparts, and are highly trained and skilled in special forces-type operations. Infiltration, sabotage, assassination and such are their expertise. Each of the twelve is colour coded in reflection of the Kyurangers: Red, Blue, Orange, Black, Green, Pink, Yellow, Sky Blue, Purple, Silver, Gold, and White. They have the powers of the *Dave!* Perk. They count as followers unless imported as companions.

Don Jumper

A small tank of creatures, miniaturized Deathworms. They are completely docile to you and your allies. When removed from the tank you may will one of these to assume full size, becoming a seven foot tall monstrosity. They can burrow rapidly, have multiple mouths and an insatiable appetite, a single one hungry enough to devour a city. They live for exceptionally long times, and can enlarge themselves to over 50 meters at will. The tank contains several dozen of these creatures, a handful of which are the metal variants which can eat through metal. They are unintelligent animals, seeking only to eat and as such count as pets.

Companions

The Eight Saviors ((50cp each, or 200 for all 8)

Each purchase of this allows you to create or import a companion, with free choice of background and 600cp to spend. As a bonus, any purchase comes with a free Kyulette with extra non-functional kyutamas representing you and all of your companions.

Hoshi Minato (200cp)

The space king of pop, Hoshi Minato is a universally famous singer. He is literally the universe's number 1 artist. He for some reason has decided to follow you and join in your multiversal adventure. Left to his own devices, he will quickly raise to be the most famous musician in any world you visit. If he were to encounter MagiYellow of Magiranger or Beet Buster of the Go-Busters, he will be overcome with *deja-vu*. If given powers comparable to those he will be able to use them much more effectively than others.

Drawbacks

Continuity (+0cp)

Canonically, Kyuranger takes place in an alternate universe to the Super Sentai canon. By taking this drawback you may choose to have the other Super Sentai teams appear in this universe as crossover episodes where they will remember you if you should have encountered them in the past.

Yosha Lucky! (+100cp)

You have a catchphrase, one that you will shout at pretty much every opportunity. It will quickly begin to grate on the nerves of others and even yourself, but you will never be able to stop. Comes with a free mental count of every time you have said it.

Snake-Bearer (+100cp)

Like the people of the Hebikusai system, you have abandoned emotion. For the length of this jump you will lack emotion and the ability to understand emotion.

Last of Your Race (+100cp)

Maybe not literally, but you certainly act like it. You are a dour individual, prone to severe melancholy, and lacking in will to fight. People may be able to shake you out of this funk for a short while, but it will return.

Stubborn as a Phoenix (+200cp)

Like a particular legendary hero, you have a dangerous stubborn streak. You will almost never change your mind on a subject, and will always insist for things to be done "your way". Expect to be constantly arguing.

Sasori Jumper (+200cp)

Out there is someone close to you in the past, who betrayed you horribly. They have power enough to be a threat to you, and work directly for the opposite faction as you. Time and time again the two of you will be brought into conflict, and they will always escape with their life until the last year of the jump.

Wanted by the Shogunate (+200cp)

Jark Matter has placed a massive bounty on your head and posted your wanted picture across the universe. Everywhere you go people will attempt to claim this bounty, and Jark Matter himself will send assassins after you. If you are directly allied with Jark Matter this will instead be the Space Sheriffs. They will hunt you down, no matter what it takes. There seems to be an infinite amount of them, and for some reason none of their equipment will work for you.

Kyu Energy Allergy (+300cp)

You have a severe allergy to Kyu energy. Any device that uses a kyutama will be unusable by you, and attacks from those using them will deal greatly increased damage. Also, the presence any exposed source of Planetium or device using/extracting it will cause you to become severely weakened.

Don's Luck (+300cp)

Don Armage was supposedly born from all of the bad luck in the universe, and know you are a conduit for that bad luck. Expect everything that could possibly go wrong for you to do so, even the actions of your allies. No amount of luck perks could ever counteract this in the least, due to the sheer volume of bad luck flowing through you.

A Deal with the Don (+600cp)

You had a moment of weakness, a moment of fear. In that moment you made a deal with Don Armage. You have become his vessel, your body and mind partially under his control. He will fight you every step of the way, attempting to take full control. Doing much of anything will be difficult, and should you be weakened too greatly he will take over you fully and you will fail the chain. The two of you cannot be separated for the entire length of the jump, and you do not have access to any of his powers.

Notes

-The transformation kyutamas that have already been chosen are Chameleon, Leo, Taurus, Ophiuchus, Libra, Phoenix, Swordfish, Lupus, Arctos Major and Minor, Draco, Scorpio, pegasus and Eagle.

-The constellations which cannot be chosen for Auxiliary kyutama or Skill kyutama are those mentioned above, leo minor, orion, argo, cerberus, tokei, power up, dark, sentai, miscellaneous, and unused kyutama as well as any others you choose as transformation kyutama.

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