



Mashin Hero Wataru

Welcome to Mashin Hero Wataru. Or rather welcome to Soukaizan because that's where most of the series takes place.

Origins

Ages for Hero and Native Ninja origin is around the age of an elementary school kid. While the samurai is 1d6 +16. Gender doesn't matter.

Hero: A hero summoned here alongside Wataru

Native Samurai: A warrior who trained in the ways of the sword.

Native Ninja: A sneaky ninja.

Perks:

Discounted perks and items are 50% off. 100 Discounted Perks and items are free.

Undiscounted

Gag Manga Physics (Free for the jump, 400 cp to keep): This Setting runs on gag physics for the most part. So being set on fire for a brief period won't burn terribly just leave you a bit charred, you can survive being flung miles away, etc. However, this protection only works if its funny or part of a joke; also, it doesn't work during more serious moments. You get this for free during your stay here. But to keep it you need to pay 400 cp.

Hero

Child Like wonder (100 cp, Free for Hero): You find excitement and fun where ever you go

Heroic Reputation (200 cp, Discount for Hero): Some how you have trust worthy reputation. Everywhere you go, people will trust you and view as a hero immediately

Instant Mastery (400 cp, Discount for Hero): For some reason whenever you grab a weapon, learn a skill, obtained an upgrade to your mech, etc. you have an understanding with it as if you had it for years. Let it can be anything, roller skating, Sword wielding, using a new feature of mech, whatever it is you will be able to use it with no problems.

Pure Heart (600 cp, Discount for Hero): Strange thing about this perk is that it is anti-corruption perk, meaning that you can't be corrupted by outside influences nor be mind controlled. It's also a "Worthy" perk as well. What this means is regardless of the circumstances you will always be seen and considered meeting criteria for wielding or using something for a chosen one. Now this doesn't mean you will have absolute power over these things just because you are worthy mind you. It's more along the lines of: you can draw Excalibur from the stone yes, but you may need practice to use it properly. But hey if you are always considered worthy who know what kind of awesome stuff, you'll be able to wield.



Native Samurai

Grown up vibe (100 cp, Free for Native Samurai): Despite how short or childish you look people will take you seriously as if you are a grown up.

Goofy Mentor (200 cp, Discount for Native Samurai): Despite how silly you maybe or possibly because of it, people will trust you to teach them what they need to know.

Traveler's Knowledge (400 cp, Discount for Native Samurai): You have knowledge geography. You know where the nearest town, landmark, or coast is. In addition, it will feel like you've been everywhere. When you enter a new area, you seem to know what the general layout is like. But you won't know specifics.

Master Swordsman (600 cp, Discount for Native Samurai): You are incredibly skilled with a sword. Your swordsmanship is can be considered godlike in this world. You can even deflect lasers with your blades.



Native Ninja

Energetic (100 CP, Free for Native Ninja): You seem to never be out of energy. No matter time of day you will always be energized and awake.

Stealthy Rascal (200 CP, Discount for Native Ninja): How did you get there?! You can sneak away whenever someone takes their eyes off of you; seemingly disappearing from sight.

Ninja Arts (400 CP, Discount for Native Ninja): And by ninja arts I mean transforming and magic tricks. Somehow you can change your shape into objects to squeeze through small areas. Also you can cause a smoke screen to appear around and sneak away. More effective if you have taken the “Sneaky Rascal” perk.

Stumble upon (600 CP, Discount for Native Ninja): X Call it luck, Call it clumsiness. But somehow you tend to stumble upon the villains’ lair or the solution to defeating the enemy of the week. But then again you are a ninja. So, getting information is kind of part of the job, regardless of how you obtain it. So, your accidents and stumbling will always be beneficial to you and your allies.



Mech:

This Section allows you to purchase a mech or Mashin as they are called in this setting. If you wish purchasing more than one of these options can merge them into one mech instead of having multiple of them. You can call this mech anything you want. It will have its own name listed or be called Jumpjinmaru which is later upgraded to Jumpohmaru. You can also import a mech you own into these mechs thus gaining an altform that matches the mech you purchased and grants all the features that new mech has.



Samurai: Kenseijinmaru (400 CP, Discount Native Samurai): A samurai themed mech that is armored with a spear and twin swords. The ways its piloted is that you grab on to two shinai to steer and control it. Normally it will use its spear to attack. Unsheathe the shinai to use its swords. It can call be forth anytime you call its number. Yes, this mech has its own phone number to call.



Ninja: Shinobijinmaru (400 CP, Discount Native Ninja): This mech strangely enough has some stealth capabilities. It can turn invisible and the shuriken on its back can be thrown. It has a sword that it can

use, but the sword is shorter than Kenseijinmaru's blades though. It's Piloted in the traditional way: a cockpit and controls. Comes with a pair of fans to activate its shuriken attack.



Dragon: Doragonjinmaru (400 CP, Discount Hero): Yes this mech is a dragon. You can import a mech that you own into this item, it will gain a new form that is similar to Ryujinmaru! For the sake of clarity and to avoid confusion this Dragon/Mech is named Doragonjinmaru. Unlike most mechs that you are used to this one is not piloted via cockpit, instead the mech will place you into a pocket dimension where you will ride a dragon (Or any mythological creature. Unicorn, Kraken, Phoenix, heck even a Chupacabra is acceptable. It can even be large armored humanoid. The default however is a dragon.) to control the mech. Doragonjinmaru can do everything that Ryujinmaru can. Due to the nature of Doragonjinmaru its abilities are considered to be Magical. For what Ryujinmaru can do check [here](#).

Items

Hero

Savior Gear (100, Free for Hero): Armor, clothes, crown, and... roller-skates? These garments don't do much outside of make it clear that you are the hero.

Warrior's Sword (200, Discount for Hero): This unique sword can seemingly cut through anything. It can also be used to call your mech.

The Dragon (600, Discount for Hero requires Doragonjinmaru and Warrior's Sword): This item is actually an upgrade to one the Mech options. This Purchase will upgrade Doragonjinmaru into Doragonohmaru. However due to its connection to the hero you will also require the Warrior's Sword to properly summon and pilot it. Now with the abilities of Ryuohmaru, Doragonohmaru is now a much more powerful mech. It also upgrades the Savior Gear to actual armor. For what Ryuohmaru skill check [here](#).



Native Samurai

Samurai Gear (100 CP, Free for Samurai): Your stereotypical fantasy samurai garb.

Samurai Swords(200 CP, Discount Samurai): a pair of unbreakable samurai swords

Mech calling Phone (600, Discount for Native Samurai requires Kenseijinmaru): This is both a magical phone that can call your mech and an upgrade to Kenseijinmaru turning it into Kenseiohmaru. First off the phone part. You will be given a cell phone that will allows you to summon your mech real quick. Now on to the mech. Kenseiohmaru is twice as fast and twice as strong as Kenseijinmaru. It now ahs a spear that it can attack with and throw at a target. It's blades can be ignited with fire dealing even more damage. Show them your mastery in combat!



Native Ninja

Ninja Outfit (100 CP, Free for Ninja): A standard ninja outfit by default it is navy blue.

Ninja Tools (200 CP, Discount for Ninja): Grappling hook, Water walking shoes, Fans? Everything you need to be a ninja is included here.

Mech Summoning Scroll (600 CP, Discount for Ninja): This mech upgrade is something. Shinobijinmaru is now upgraded to Shinobiohmaru. Shinobiohmaru is much faster than before. It has several shurikens it can throw instead of on big one. Speaking the big shuriken it has been split in to two parts that are attached to the back acting as wings. They can merged into one shuriken that emits energy becoming a spinning blade of plasma when thrown. Also it's blade can be attached to the bottom of the left foot, creating a devastating kick attack. Its also a scroll with the kanji for mech written on it. That when unfurled and read allowed will summon your mech to you.



Companions

Import (50 cp): Pay 50 Cp to import a companion they get 600 cp to spend on items and perks. Or pay 200 cp to import 8 companions each getting 800 CP. Pay 400 CP to Import as many of your companions as you wish each getting 800 CP and a free Mech.

Canon Characters (200 cp): See a Character you like? Pay 200 CP to purchase one character to take with you.

Drawbacks

Clumsiness (+100 CP): You have a tendency to trip a lot.

Air head (+100 CP): You don't pay attention much

More enemies (+200 CP): Normally you'll be facing one enemy of the week with each village you go to. Now you'll be face them and their minions who also have mechs. Minions' mechs are easy to take care of.

Tougher Enemies (+200 CP): The enemies are now twice as tough now.

Leave your items (+400): You can't bring any items that you have not bought from this jump.

Leave your perks behind (+400 CP): You can only have the perks you bought here.

Super Robot Wars (+600 CP): Now the enemies from the super robot wars series are now invading the world. Prepare for much more grandiose battles and tough adversaries.

Ending

Stay Here: Stay in the setting

Go Home: End you jumpchain and go home

Move On: Move on to the next Jump

Notes:

By SonicCody12