

Samurai Sentai Shinkenger 1.0  
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## **Introduction:**

### **Welcome, Jumper, to a World of Honor and War**

For centuries, a hidden battle has raged between humanity and the Gedoshu, malevolent creatures from the underworld who spread fear and destruction. Rising from the cursed waters of the Sanzu River, these beings seek to drown the world in despair.

Three hundred years ago, the Emperor of Japan entrusted five noble samurai clans with defending humanity. Thus, the Samurai Sentai Shinkenger was born. Wielding Mojikara, the power to manifest kanji into elemental abilities, these warriors fight against the Gedoshu. But their enemies possess a second life, resurrecting as towering giants, forcing the Shinkenger to summon their Origami, sacred mechanical beasts that combine into mighty warriors.

For seventeen generations, this war has continued. A past leader once sacrificed everything to seal away Doukoku Chimatsuri, the ruthless Gedoshu overlord, but now he has awakened once more, ready to flood the world with the Sanzu's cursed waters.

At the heart of this new battle stands Takeru Shiba, the 18th head of the Shiba Clan. With his loyal retainers, he must fight to uphold his ancestors' legacy. Yet, a dark secret looms over him—one that could change the course of history. You will start 1 year before Takeru assembles the Shinkanger.

And now, Jumper, you have arrived. With 1000 CP, your destiny is yours to forge. Will you join the Shinkenger, wielding Mojikara and commanding an Origami to protect humanity? Or will you embrace the darkness of the Ayakashi, seeking to drown the world in despair?

The battle awaits. Choose your path.

## **Starting Locations:**

As you enter this world, you must choose where your journey begins. Your starting location will shape your experiences, allies, and the dangers you face.

### **1. Anywhere in Japan**

Begin your journey as an ordinary human or a newly awakened warrior, unaware or fully prepared for the battle against the Gedoshu. Whether in a bustling city, a quiet countryside village, or a historic samurai stronghold, the war may soon find you. This starting point offers a chance to integrate into human society, train in Mojikara, or witness firsthand the chaos caused by the Gedoshu's return. Perhaps you are a lost samurai, a descendant of the past, or someone whose fate is tied to the Shinkenger in ways yet to be revealed.

### **2. The Sanzu River[Limited to Gedoshu]**

A place of nightmares and despair, the Sanzu River is the boundary between the human world and the underworld. Here, the Gedoshu lurk, plotting humanity's downfall. This starting location is for those who wish to embrace the darkness, whether as an Ayakashi warrior, a rogue seeking forbidden power, or a lost soul caught between life and death. The Sanzu's cursed waters strengthen the Gedoshu but also trap them, creating a battlefield of ambition, betrayal, and ruthless survival. If you start here, you may already be marked by the underworld's grasp—will you fight for it or escape its hold?

The war calls to you. Where will your journey begin?

### **Origin:**

Your origin determines not just your background but your starting age, shaping your knowledge, experiences, and the role you may play in this world. Your gender is yours to choose freely, and your age will be determined based on your chosen origin. Also any origin can be a drop in option.

#### **1. Shiba Clan Descendant**

You bear the blood of the Shiba Clan, the noble lineage that has led the war against the Gedoshu for generations. Perhaps you are the sibling of Shiba Takeru, or you come from a branch family tasked with protecting the clan's legacy. Whatever your exact lineage, your affinity for Mojikara is undeniable, particularly in wielding the power of flames, the signature element of your clan. As a Shiba, you are bound by honor, duty, and the weight of tradition—will you stand beside the 18th head of the clan, or will you forge your own path, proving yourself as a warrior of fire? Your age is 19 + 1d6 years old.

#### **2. Shiba Retainer**

For centuries, the four supporting clans have fought alongside the Shiba family, producing warriors who dedicate their lives to protecting humanity. Whether you were born into this duty or chose it willingly, your path is clear—you are either one of the Shinkenger of this generation, or you work behind the scenes to support them. Your training may have focused on mastering an element other than fire, perfecting your Mojikara to defend against the Gedoshu threat. Perhaps you see Lord Takeru as an ally, a rival, or someone you must protect at all costs. Will you fulfill your clan's sacred duty, or will you challenge fate itself? Your age is 15 + 1d8 years old.

#### **3. Mojikara Genius**

Gifted beyond the norm, you are a true prodigy in the art of Mojikara. Like Genta Umemori, the first Sixth Shinkenger, your talent allows you to manipulate kanji-based powers in ways few can comprehend. Whether self-taught, trained in secret, or coming from an unknown lineage, your Mojikara defies convention, making you a potential game-changer in this war. You may have the ability to create new Origami, craft unique Mojikara techniques, or even challenge the rigid traditions of the Shinkenger. But talent alone is not enough—will you become a hero, an outcast, or something else entirely? Your age is 18 + 1d8 years old.

#### 4. Gedoshu [400CP]

You are not human—you are Gedoshu, a creature born from the cursed waters of the Sanzu River, bound to its dark currents. Perhaps you are a newly risen Ayakashi, eager to prove your might, or an ancient horror that has plagued humanity for centuries. Time flows differently in the underworld; you may have slumbered for ages, waiting for your chance to strike, or you may have only recently emerged, burning with hatred for the mortal realm. Your power is vast, but so are the limitations of the Sanzu River—will you seek to break free of its grasp, carve a path of destruction, or perhaps even defy the cycle of darkness itself? Your age is 4d100 years old.



### **Perks:**

Here perks are 50% off based on origins; also 100CP discounted perks are free.

### **General**

#### **Battle Poses Are Cool [Free]**

This is a world of Super Sentai, and with it comes one undeniable truth—battle poses are essential. You now possess the instinctive ability to strike a dramatic pose before battle, and no matter how complex or dynamic it is, you will always execute it flawlessly. To accompany your pose, you can create an epic introduction, whether a traditional samurai declaration, a fiery proclamation of justice, or something uniquely your own. Best of all? Your enemies will always wait patiently while you pose and transform, bound by the unspoken laws of dramatic tension. Whether you are alone or with a team, you will always look cool as hell.

#### **Samurai Sentai Shinkenger Soundtracks [100 CP]**

Deep within your mind lies the complete soundtrack of Samurai Sentai Shinkenger, ready to be played at will. Whether you need a hype battle theme, a somber melody, or the legendary opening song, you can summon these tracks in your head at any time. Even better, if you focus, you can project the music outward, ensuring that everyone around you hears the perfect soundtrack for the moment. Nothing elevates a dramatic entrance, an intense duel, or a heartfelt farewell like a perfectly-timed musical score.

#### **Mojikara Affinity [100 CP each / One Free for All / Forbidden for Gedoshu]**

Mojikara is the power of written kanji, and now, you have gained an affinity for one of its elemental aspects: Fire, Water, Wood, Earth, Wind, or Light. This grants you an innate understanding and enhanced control over that element, making your techniques more potent. Shiba Clan Descendants must choose Fire as their free affinity, honoring their lineage. If you wish to master multiple elements, additional affinities can be purchased. With training, your Mojikara will grow, allowing for stronger and more creative techniques in battle.

### **Samurai Training (Free for all except Mojikara Genius and Gedoshu / 200 CP)**

As a samurai, you are more than just a warrior—you are a master of discipline, skill, and tradition. This perk grants you extensive training in kendo (swordsmanship), calligraphy, horseback riding, and literacy in old Japanese, allowing you to read ancient texts and understand traditional customs. Whether engaging in battle, deciphering forgotten Mojikara scrolls, or riding fearlessly into combat on horseback, you carry yourself with the grace and skill of a true samurai. Mojikara Geniuses and Gedoshu must pay 200 CP for this training, as their paths did not include a traditional samurai upbringing.

### **Mojikara Writing (Free for Mojikara Genius / Forbidden for Gedoshu / 200 CP)**

Your Mojikara has evolved, allowing you to inscribe and manifest more complex and advanced constructs. No longer limited to writing with a brush or blade, you can now channel Mojikara through cell phones, making activation faster and more convenient. Additionally, your techniques have expanded to temporarily summon more elaborate creations, such as fully functional cars, living horses, or detailed constructs with moving parts. While these manifestations eventually fade, their durability and realism have greatly increased, allowing you to push the limits of what Mojikara can achieve. Mojikara Geniuses gain this perk for free, as their talent naturally extends into innovation.

### **Battle Proficiency [Varies / Gedoshu Gain the 200 CP Variant for Free]**

Your skill in combat determines your effectiveness against the Gedoshu threat or the Shinkenger warriors, depending on your chosen path. Whether you are a fresh recruit or a seasoned master, this perk shapes how well you fight.

### **Inexperienced [Free]**

You are new to battle, and while you may have potential, you lack real experience. You might struggle against even basic enemies, and your skills are still developing. Your first fight will be a trial by fire, and only through battle will you improve.



**Novice [100 CP]**

You have gained some combat experience, enough to handle yourself in a fight. You can now defeat groups of Nanashi Renjū, the foot soldiers of the Gedoshu, with ease. While you are not yet a master, your reflexes, technique, and awareness have sharpened, making you a capable warrior in the field.

**Experienced [200 CP / Free for Gedoshu]**

Your skill has now advanced to the point where you can battle an Ayakashi—one of the elite warriors of the Gedoshu, akin to the monsters of the week in the series. These foes possess regenerative abilities and devastating attacks, yet you can hold your own against them, proving yourself as a true warrior. Gedoshu characters automatically receive this level of combat proficiency for free, as their existence is rooted in battle and destruction.

**Veteran [400 CP]**

You are no ordinary warrior—you stand at the pinnacle of battle, equal to the strongest warriors of the war. Your combat ability rivals that of Gedoshu generals like Juzo Fuwa and Akumaro Sujigarano, warriors whose skill and power place them among the most dangerous foes in the conflict. You can go toe-to-toe with the greatest fighters of this era, matching them in raw strength, technique, and sheer battlefield dominance. Few can stand against you and survive.





## **Shiba Clan Descendant**

### **Leader Aura [100 CP]**

As a member of the Shiba Clan, you have been trained from a young age to be a leader, whether or not you ever officially take command. Your presence commands respect, and your ability to make quick, decisive choices in battle surpasses that of your peers. Others will naturally look to you for guidance, and even the most independent warriors will find themselves considering your words carefully.

### **Greatsword Mastery [100 CP]**

In addition to your standard samurai training, you have also mastered the Shiba Clan's signature weapon—the giant broadsword. Unlike standard katana, this massive weapon requires tremendous skill and strength to wield effectively, but you can do so with ease and precision. Even more impressively, through Mojikara, you can enhance any weapon, transforming it into this mighty blade for added versatility. With enough mastery, you can even forge a Mojikara Bazooka, capable of collecting your allies' energy in the form of discs, unleashing an overwhelming blast powerful enough to destroy an Ayakashi's first life in a single strike.

### **Realistic Fighter [200 CP]**

You may not shine in a formal duel, but on the chaotic battlefield, you are a survivor. Unlike warriors who burn out from overexertion, you know how to pace yourself, minimizing fatigue and conserving energy for longer engagements. You instinctively adjust your breathing, movement, and technique to endure battles that would leave others exhausted or dead. Whether cutting through waves of enemies, facing an overwhelming foe, or enduring a war of attrition, you can keep fighting long after your peers have fallen.

### **Emotional Control [200 CP]**

In the heat of battle, emotions can be a warrior's greatest strength or their worst weakness—but for you, they are always under your command. Fear, anger, hesitation, or grief will never overwhelm you, allowing you to remain calm, collected, and focused in even the most dire situations. You can withstand taunts, psychological attacks, and personal losses without losing control, ensuring that every strike, decision, and tactic remains sharp and precise. Whether leading

allies or facing an enemy who thrives on manipulating emotions, you will never waver.

### **Training in the Shadows [400 CP]**

Your greatest growth does not happen in the spotlight—it happens when no one is watching. Whether training alone in secret or pushed to your limits in desperate battles, your ability to learn and adapt is significantly enhanced. Under the cover of darkness or when your teammates are in grave danger, you experience rapid skill development, allowing you to quickly master techniques that would take others years to perfect. The Shiba Clan has always valued dedication and discipline, and in your case, the greatest leaps in strength come when no one expects it.

### **Final Attack Combination [400 CP / 600 CP for Ultimate Version]**

You possess the uncanny ability to call on your allies and make synchronize attacks with your allies, allowing for devastating coordinated strikes. By uniting multiple attacks, you can either, Amplify each individual attack's potency, making even simple strikes hit with overwhelming force, or Hold formation and unleash a single, combined finishing blow.

When performed with five warriors, this technique is strong enough to kill an Ayakashi's first life with ease, making it an invaluable trump card. However, this powerful sequence can only be used once per day, so timing is everything.

**For 600 CP**, you gain the Ultimate Version, which enhances the synchronization, making the attack unbreakable, even against the most powerful foes. With this version, even a Gedoshu General would struggle to withstand the full force of your team's combined power.

### **Sealing Technique [600 CP]**

You have mastered one of the Shiba Clan's most legendary Mojikara techniques—the Sealing Method, a technique so powerful that it can permanently bind even a Gedoshu as powerful as Doukoku Chimatsuri to the Sanzu River for eternity. However, such power comes at a cost. Using this technique requires an immense amount of Mojikara, and an imperfect version of it once killed the 17th head of the Shiba Clan due to its extreme toll.

Even with your mastery, the strain is crippling. After performing the Sealing Technique, you will be completely drained for at least a month, left in a weakened state where you cannot fight or use Mojikara at all. Additionally, the technique is so taxing on your spirit and body that it can only be used once every ten years, making it a weapon of last resort. When the battle demands the ultimate sacrifice, this technique ensures that no evil will rise again.

### **Kagemusha [600 CP]**

You are not truly a member of the Shiba Clan—you are a Kagemusha, a shadow warrior who has taken on the role of the Shiba leader to deceive both allies and enemies alike. Whether through intense training, deception, or even a willing sacrifice to protect the true heir, you have lived your life as a stand-in for the real lord, shouldering their burdens and leading the battle in their place.

Your skills in leadership, deception, and combat have been honed to perfection, allowing you to fully embody the role of a Shiba warrior. Even those closest to you may not realize the truth, and as long as the deception holds, you are the Shiba leader in the eyes of the world. But how long can you maintain the illusion before the truth is revealed? And when it is, will you still have the strength to stand as a warrior, even without a name?

## **Shiba Retainer**

### **Dojo Fighter [100 CP]**

You have undergone formal training within a dojo, giving you a solid foundation in traditional combat techniques. Your form, footwork, and strikes are all well-practiced, allowing you to perform at a high level in structured duels and sparring matches. While this does not immediately translate to battlefield experience, it gives you a strong technical edge against opponents who lack proper training. With time and practice, you can refine these skills even further, turning your disciplined techniques into deadly precision on the battlefield.

### **Shiba Retainer Weapon [100 CP]**

In addition to your standard samurai training, you have mastered an adaptable weapon commonly used by the Shiba retainers. You may choose from:

- A polearm, offering reach and precision,
- A bow, allowing for skilled long-range combat,
- A war fan, combining both defense and offensive cutting power, or
- A giant chakram, a unique throwing and melee weapon.

Even more impressively, through Mojikara, you can enhance any weapon, transforming it into your chosen specialized weapon, making it more durable, sharper, and attuned to your elemental affinity. With mastery, your weapon could become a force capable of cutting down even the most fearsome foes.

### **Clockwork Schedule [200 CP]**

Your internal sense of time has become almost machine-like, allowing you to instinctively follow a strict schedule with unwavering precision. Whether it's training, meditation, or personal duties, you always know exactly when to act, never missing a step. This skill ensures you never lose track of time, making you highly efficient in managing daily life, preparation, and even long-term plans. Outside of battle, your discipline and structure give you an edge over those who struggle with organization, making you an unshakable pillar of reliability.

### **Empathy [200 CP]**

You possess a deep sense of empathy, allowing you to instinctively sense when something is wrong—whether it be within society, your team, or even a single individual. This heightened awareness makes you especially attuned to hidden distress, unspoken tensions, and underlying conflicts.

In a world where Gedoshu thrive on fear and suffering, your ability to notice and act on these emotions can be the difference between saving a kidnapped child before it's too late or preventing internal strife from weakening your allies. Your presence naturally fosters trust, and people may find themselves confiding in you, even when they don't fully understand why. Though this sensitivity can be a burden at times, it also makes you a beacon of hope in dark times, someone who can mend bonds and prevent tragedies before they unfold.

### **Shutting One's Emotions and Pain [400 CP]**

At will, you can completely shut down both physical pain and emotional distress, making you immune to suffering in even the most horrific conditions. Some Gedoshu wield abilities that inflict agony, attempting to break their enemies through torment or despair—but against you, such tactics are useless. No matter how grave the wound or deep the sorrow, you can silence it completely, continuing to fight or act without hesitation. However, while this skill makes you nearly unstoppable, prolonged use may lead to unintended consequences—after all, what happens when you can no longer feel at all?

### **To Stop Your Lord [400 CP]**

You are not just a mindless servant—you are a true retainer, one who understands that loyalty is not blind obedience. While the Shiba Clan leader commands great respect, sometimes their judgment is flawed, their decisions reckless, or their burdens too heavy to bear alone. You have the wisdom, courage, and authority to step in when necessary, preventing disastrous choices from leading to ruin.



Whether it's calling out a suicidal plan, refusing to follow an unjust order, or standing firm against tradition when it endangers the team, you will never suffer backlash for doing the right thing. Even the proudest Shiba Lord will, in time, recognize the wisdom of your defiance. You are not a mere dog who obeys without question—you are a true protector, ensuring that your lord and your comrades walk the path of wisdom, not folly.

### **Good Job [600 CP]**

Even outside your duties as a Shiba retainer, you have built a highly successful career, securing your future with an online business that generates passive income of several hundred million yen per year. The nature of this business is entirely up to you—perhaps you run a thriving e-commerce empire, a software company, a media production studio, or even a consulting firm.

Whatever it is, this success means you are financially independent, allowing you to fund personal projects, advanced training, or even support your fellow samurai in their fight against the Gedoshu. With such wealth, you can afford top-tier equipment, secure hidden safehouses, and live comfortably, all while ensuring that your obligations as a warrior are never restricted by financial concerns. After all, a samurai with deep pockets is a dangerous thing indeed.

### **Gedoshu Lore [600 CP]**

Your mind now holds the complete knowledge of every single Gedoshu that has ever existed. You know their history, abilities, weaknesses, and even their psychological tendencies. No matter how obscure or ancient the enemy, you instantly recognize their strengths and, more importantly, how to counter them.

With this knowledge, you are the ultimate Gedoshu slayer—able to anticipate attacks, counteract abilities, and exploit vulnerabilities with surgical precision. Even the most cunning and powerful Ayakashi will find themselves outmaneuvered, as you know their tactics before they even act. If there is a way to permanently eliminate a Gedoshu, you know it. You are not just a warrior—you are a walking encyclopedia of supernatural warfare, a force that no demon of the Sanzu River can escape. This knowledge is expended to future threats found in that world/

## **Mojikara Genius**

### **Sushi Seller [100 CP]**

You have mastered the art of sushi-making, whether it be crafting perfectly rolled sushi, delicate sashimi, or fun sushi-themed dishes. Your skills rival those of professional chefs, allowing you to run a sushi business, serve delicious meals to friends, or even use food to win over allies and rivals alike.

Beyond just cooking, you have a deep understanding of the culture and presentation behind sushi, meaning you can create dishes that uplift spirits and impress even the most refined palates. Whether you use this talent for business, as a hobby, or simply as a way to bond with your fellow warriors, your sushi will always be top-tier.

### **Goofy Person [100 CP]**

You are the opposite of a traditional, rigid samurai—laid-back, humorous, and always ready to lighten the mood. Your goofiness may seem out of place in the world of honor and discipline, but it serves an important role: you help ease tension, lift spirits, and remind others not to take everything too seriously.

Even in the heat of battle, your playful nature allows you to think outside the box, using unconventional tactics to surprise enemies. Your presence keeps morale high, making you a vital part of any team—not just as a fighter, but as the heart that keeps everyone together.

### **Self-Taught Iai [200 CP]**

You have mastered Iaijutsu, the art of quick-draw swordsmanship, through your own training and experience, rather than traditional samurai instruction. Your instincts, reflexes, and sheer dedication have allowed you to develop a unique, unpredictable style that can catch even seasoned warriors off guard.

With blinding speed, you can draw, strike, and sheathe your blade in a single motion, cutting down enemies before they even realize you've moved. Whether facing a swarm of Nanashi or a powerful Ayakashi, your technique allows for swift, decisive combat, making you a formidable duelist.

### **Mojikara Marker [200 CP]**

You have learned how to inscribe Mojikara in a passive state, setting traps, seals, or delayed effects that only activate when a condition is met. Whether it's a timer-based trigger, a pressure-sensitive ward, or an automatic counterattack when a Gedoshu steps too close, your mastery over this technique allows you to lay hidden defenses and ambushes with ease.

With careful planning, you can turn battlefields into deadly traps, set pre-programmed Mojikara spells for later use, or even leave messages and protective barriers that persist until activated. This ability grants you a layer of strategy and foresight, making you a dangerous opponent long before the fight even begins.

### **Original Mojikara Spells [400 CP]**

You have achieved a rare level of mastery over Mojikara, allowing you to create entirely original spells beyond the traditional elemental kanji. While most samurai are limited to pre-existing techniques, your creativity and understanding of Mojikara allow you to push its boundaries, crafting new abilities tailored to your needs.

This means you could develop spells that enhance your speed, reinforce your armor, create temporary constructs, or even manipulate space in small ways. In future worlds, your inventiveness will dictate how your spells evolve, allowing your Mojikara abilities to adapt and grow in entirely new directions. With enough experience, you could become a pioneer in Mojikara magic, shaping its future with your own hands.

### **Duelist [400 CP]**

You are one of the finest solo fighters among your allies, excelling in one-on-one combat. Whether it's through speed, precision, or sheer skill, your fighting style is designed for duels, allowing you to hold your own even against the strongest Ayakashi generals. Your technique emphasizes efficiency, control, and adaptability, letting you counter enemy attacks, find openings, and press your advantage without relying on backup. While teamwork is crucial in battle, you shine the brightest when left to face an enemy alone—a true master of the blade, whose skill turns every duel into an artful dance of steel.

### **Origami Creator [600 CP]**

You have unlocked the extremely rare ability to create entirely original Origami, granting you unparalleled control over Mojikara-powered constructs. Unlike ordinary warriors who must rely on pre-existing Origami, you can design, build, and bring to life new mechanical beasts, each infused with unique abilities tailored to your needs.

These custom Origami are fully compatible with existing ones, meaning they can combine with other Origami, enhancing team formations and unlocking new battle strategies. Additionally, you possess the knowledge to create sentient support robots—small yet powerful allies that can enhance a warrior's fighting abilities in their compact form, acting as weapons, armor, or even battlefield assistants. However, just like traditional Origami, they have the power to grow into towering warriors, capable of battling the Gedoshu's monstrous second lives.

Due to the sheer complexity and Mojikara cost of crafting these mechanical wonders, you are limited to creating only three every two years.

### **Super Disc Creator [600 CP]**

You have unlocked the ability to create entirely original Power Discs, allowing you to push the limits of Mojikara-based weaponry and technology. While most warriors rely on traditional Shinken Discs for elemental attacks, transformations, and weapon enhancements, you can forge new Discs with unique properties tailored to your needs.

These Super Discs can serve a variety of purposes, including:

- Weapon Discs – Infusing blades or ranged weapons with new elemental properties or enhanced cutting power.
- Support Discs – Granting boosts in strength, speed, durability, or specialized techniques, allowing you to fight even in the peak of summer, when the Gedoshu are at their most powerful due to the Sanzu River spilling into the human world.
- Fusion Discs – Enabling compatibility between Mojikara and other forms of technology, allowing you to integrate your creations with new advancements in future worlds

## **Gedoshu**

### **Gedoshu Biology [Only for Gedoshu]**

As a true Gedoshu, you possess a body and nature vastly different from that of humans. You are intrinsically tied to the Sanzu River, the underworld realm where your kind dwells, and can freely travel between it and the human world through crevices in reality.

Your physical capabilities surpass those of an ordinary human, making you naturally stronger, tougher, and more resilient. One of the defining traits of the Gedoshu is your two lives—in your first life, you exist at a human-like size, but when slain, you undergo a monstrous resurrection, growing into a giant form with increased strength and durability.

Due to your lack of a soul, you are completely immune to any attack or power that directly targets souls, rendering many mystical abilities useless against you. Additionally, your power surges significantly during the summer months, when the Sanzu River floods into the human world, making you and your kin far deadlier during this time. Your strength is also influenced by the river's level—the higher it rises, the stronger you become.

However, your existence comes with a critical weakness—you cannot remain in the human world indefinitely without suffering drying out, which is fatal to all Gedoshu. Furthermore, normal human-world water is toxic to you, acting as a dangerous poison that can weaken or even kill you if exposed for too long.

These weaknesses will remain for the entire duration of your time in this world, ensuring that while you wield monstrous power, survival outside the Sanzu River is always a race against time.



**Fear [100 CP]**

Your very presence instills fear in those around you. Whether it be ordinary humans or your enemies on the battlefield, they can sense the malevolence that radiates from you, making them hesitate, falter, or even flee in terror. For weaker foes, this fear can be paralyzing, making it difficult for them to fight back effectively. Against stronger opponents, it serves as a distraction, forcing them to focus on suppressing their instincts rather than fighting at full strength.

**Pleasure in Pain [100 CP]**

As a being of the Sanzu River, you instinctively understand that human suffering fuels your world—and now, you have developed an innate talent for inflicting it. Whether through psychological torment, physical agony, or cruel manipulation, you know exactly how to maximize suffering in ways that will raise the Sanzu River's waters. The more pain you cause, the more satisfaction it brings you, and the more powerful the Gedoshu as a whole become.

While this ability does not grant direct combat strength, it makes you exceptionally skilled at exploiting human weaknesses, ensuring that wherever you go, despair follows.

**Weakness Minimizing [200 CP]**

Your dependency on the Sanzu River's waters has been significantly reduced. While most Gedoshu can only survive in the human world for a few hours before drying out, you can now remain for weeks at a time without suffering its effects. Additionally, when you do begin to dry out, your recovery period is drastically shortened—what once took a full day of immersion in the Sanzu River now takes only a few hours.

Even beyond this world, this perk carries over, reducing the severity of any racial weaknesses you might acquire in future settings. Whether it's a vampire's weakness to sunlight or a demon's vulnerability to holy energy, the effects will be lessened, ensuring you can operate more freely no matter where you go.

### **Mojikara Breaker [200 CP]**

The Shinkenger's Mojikara techniques are one of the few things that can reliably harm and seal Gedoshu—but not you. You now possess the innate ability to disrupt, weaken, and outright destroy Mojikara-based attacks, seals, and constructs with ease. Even barriers and written Mojikara techniques crumble at your touch, making it far more difficult for the Shinkengers to contain or defeat you.

In future worlds, this ability extends beyond Mojikara, allowing you to disrupt any form of magic, spells, or energy-based techniques, making you a natural counter to spellcasters and mystical warriors.

### **Gedoshu Spellcasting [400 CP]**

Among the Gedoshu, spellcasters are rare and feared, and you are one of them. With this power, you can wield dark sorcery, allowing you to manifest curses, illusions, and destructive energies.

One of your most forbidden spells is the Gate to Hell, a ritual so powerful that it takes ten years of preparation to cast. Once completed, it can tear open a rift to the underworld, unleashing horrors upon the human world or serving as a path for a great and terrible power to emerge.

Additionally, you have the ability to create Kirigami, paper constructs that act as your personal soldiers. These minions, which you can summon once per week, can be used for combat, reconnaissance, or sabotage, making them incredibly versatile tools in your arsenal.

### **Eternal Summer [400 CP]**

The Gedoshu grow stronger during the summer, as the Sanzu River's waters rise and their connection to the human world strengthens. With this perk, you are always in a state of eternal summer, regardless of the actual season.

Your strength, endurance, and abilities that would normally fluctuate with the seasons are now permanently at their peak. Any powers that are boosted during the summer months are now amplified even further, making you a constant and overwhelming threat no matter when or where you fight.

### **Gedounin [600 CP]**

You are not a pure Gedoshu, but rather a fallen human who has become one. This transformation grants you several advantages over the traditional Gedoshu, making you a unique and formidable being.

Unlike your brethren, you are not bound to the cursed waters of the Sanzu River, meaning you can survive indefinitely in the human world without fear of drying out. You retain your intelligence and strategic thinking, making you far more dangerous than the instinct-driven Ayakashi.

Additionally, your hybrid nature makes you immune to Mojikara-based sealing techniques, meaning the Shinkengers cannot trap you like they would a normal Gedoshu. No barriers, wards, or exorcism spells can permanently contain you. In future worlds this will also extend to all sealing techniques.

Finally, you possess a human form, allowing you to blend seamlessly into human society. Whether you choose to manipulate, infiltrate, or simply live among them, this ability gives you an edge no other Gedoshu possesses. You are the perfect balance of human cunning and demonic power—a true nightmare to your enemies.

### **Third Life [600 CP]**

Unlike most Gedoshu, who perish after their second life, you possess a third and final form, making you an even greater terror to the world. When you are defeated in your giant form, rather than fading away, your body undergoes a final transformation, turning you into a massive, instinct-driven monstrosity.

In this form, your strength, speed, and durability are far beyond what you had in your second life. You become a force of destruction, overwhelming even the mightiest warriors through sheer ferocity and raw power. However, this power comes at a cost—your intelligence is drastically reduced, leaving you with only animalistic instincts to guide your rampage.

You are no longer a cunning warrior or strategist, but a mindless beast driven purely by destruction and survival. This form can only be stopped through overwhelming force or a powerful sealing technique, making you a final nightmare for those who dare to oppose you.

### **Gedoshu Powers [Gedoshu Only]:**

As a Gedoshu, you wield dark and terrifying abilities, drawn from the cursed waters of the Sanzu River. These powers make you a formidable force against the Shinkenger and humanity itself. You may choose one 200 CP ability and one 400 CP ability for free, and you receive a 600 CP ability at a discount.

#### **[200 CP]**

##### **Tentacle Wrapping**

Your body can now generate tentacle-like appendages that extend and ensnare your enemies, binding them in place. These tentacles are incredibly strong, capable of restraining even skilled warriors, and can extend dozens of meters if necessary.

##### **Poison Gas Generation**

A deadly miasma seeps from your mouth, a slow-acting poison that lingers in the air, dooming those who inhale it to an agonizing death over the course of days. Even survivors will be left frail and weakened, easy prey for your next attack.

##### **Stretching Arms**

Your limbs can extend to incredible lengths, allowing you to attack from unexpected angles, snatch distant opponents, or maneuver in tight spaces with ease. This makes you especially dangerous in underground battles or surprise attacks.

##### **Electrocution**

You now possess the ability to channel electricity through your body, allowing you to deliver powerful electric shocks upon contact. Whether through a punch, a grab, or even a tentacle strike, you can paralyze and electrocute your enemies with devastating results.

##### **Energy Beams**

You can now fire concentrated energy beams from the mouths embedded in your body. These beams have explosive force and can easily burn through armor, walls, and human flesh, making them an excellent ranged attack.

### **Steam Release**

From the mouths on your body, you can expel thick white steam with devastating effects. You can unleash Scalding Steam to burn and blind enemies, leaving them disoriented and vulnerable, or summon Concealing Fog to cloak the battlefield in mist, allowing you to strike from the shadows unseen.

### **Shiro-Oniko Creation**

You can create eerie Shiro-Oniko, spectral beings that replace children in the mortal world, leaving the originals trapped in an endless state of sorrow and loneliness. As long as the child's sadness remains, the illusion persists, feeding off their misery.

### **Faker**

You possess the ability to assume the guise of another, seamlessly blending into human society or deceiving even the most cautious opponents. Whether infiltrating enemy ranks or manipulating events from the shadows, your transformations are flawless and terrifying.

### **Blade Body**

Your body bristles with razor-sharp bladed projections, capable of extending like tendrils to slice through enemies with ease. Whether used defensively to deter attacks or offensively to lash out at foes, your very existence is a walking weapon.

### **Web Generation**

From your mandibles, you produce ultra-strong silk that binds and immobilizes foes. These webs are laced with electricity, ensuring that any who struggle against them suffer painful shocks.

### **Clothing Possession**

A mere piece of fabric is all you need to manifest your presence. You can possess articles of clothing, controlling them like extensions of yourself, making them slither, constrict, or even attack unsuspecting victims.

### **Enma Daikarin**

Your hands become fiery wheels, allowing you to roll at incredible speeds like a demonic vehicle. When in motion, you can create a searing fire trap, engulfing the battlefield in flames and leaving nowhere for enemies to escape.



## **Flight**

The sky is yours to command, as you can take flight with ease. Whether soaring above the battlefield for reconnaissance, evading attacks, or raining destruction from above, nothing can ground you unless you allow it.

## **Sound Slash**

By blending sound waves with your strikes, you unleash a devastating multi-slash attack that disorients opponents. The concussive force of the sound waves leaves them vulnerable, setting them up for a finishing blow.

## **[400 CP]**

### **Nanashi Summoning**

Like many Gedoshu generals, you can summon up to 100 normal-sized Nanashi Renjū and several giant Nanashi warriors to assist you in battle. This ability can be used once per day, ensuring that you never fight alone.

## **Enma Daikarin**

Your hands become fiery wheels, allowing you to roll at incredible speeds like a demonic vehicle. When in motion, you can create a searing fire trap, engulfing the battlefield in flames and leaving nowhere for enemies to escape.

## **Slime**

You can launch streams of thick, sticky slime from the mouths on your body. This slime hardens upon contact, trapping foes in place and rendering them unable to move until they exert considerable effort to break free. It is also highly flammable, meaning it can be ignited for devastating effects.

## **Shinkutsumuji Muchi**

With a mere flick of your hair, you can generate powerful gusts of wind, sharp enough to cut through enemies or forcefully push them away. Whether used for offense, defense, or sheer battlefield control, your hair is now a deadly weapon.

## **Mind Attacks**

By peering into your victim's soul, you unearth the one word that embodies their deepest pain, manifesting it as real, unbearable suffering. Their guilt, fear, or trauma will become a tangible wound, leaving them crippled before they even lift a sword.

### **Rainstorm Conjunction**

With a mere gesture, storm clouds gather at your command, drenching the battlefield in relentless rain. Whether used to weaken fire-based enemies, create difficult terrain, or simply add to the oppressive atmosphere of despair, this ability ensures the sky weeps alongside your victims.

### **Aka-Oniko Creation**

A far more dangerous creation, the Aka-Oniko are cursed, infant-like beings that latch onto their victims. With each moment of distress, they grow heavier and heavier, eventually becoming an unbearable weight that crushes their unfortunate hosts under their sheer mass.

### **Amiedolo Form**

With a grotesque transformation, your body curls into a snail-like ironclad shell, allowing you to roll over enemies with devastating force. When the time is right, you can launch yourself into the air for a crushing, high-impact jump attack, spreading misery in your wake.

### **Hundred-Part Separation**

At will, you can split into countless floating spheres, each bearing gaping mouths lined with teeth. These orbs swarm enemies, attacking relentlessly from all angles, making it nearly impossible to defend against the onslaught.

### **Egg Generation**

You can produce eerie, pulsating eggs from your mouth, implanting them into unsuspecting humans. These eggs gradually corrupt their hosts, driving them to uncontrollable violence. Alternatively, you can hurl them as explosive projectiles, causing chaos and destruction.

### **Spinning Attack**

You can spin at blinding speeds, turning yourself into a destructive tornado of pure force. This ability allows you to tear through buildings, demolish obstacles, and overwhelm even the most skilled fighters in a relentless flurry of motion.

### **Teleportation**

You can teleport short distances in an instant, allowing you to evade attacks, reposition mid-battle, or ambush unsuspecting enemies with precision.

### **Shadow Clone Creation**

By manipulating your energy, you generate multiple shadow clones of yourself. Each clone fights with independent movement, confusing enemies and wearing them down before the real attack strikes.

### **Gluttonous Consumption**

Your hands can devour anything they touch, consuming weapons, attacks, and even magic. Once you've eaten enough, you can form an impenetrable shield over your body that lasts for six hours.

### **Mochi Pellet**

A cannon on your left shoulder fires sticky white mochi, binding opponents in place. The mochi expands on impact, trapping enemies in a thick, inescapable mass.

### **Sand of Hunger**

With a handful of enchanted sand, you can curse humans with an insatiable appetite. The endless hunger drives them to madness, making them easy prey for your schemes.

### **Swarm Creation**

You can summon a horde of tiny creatures that crawl into the mouths of humans, causing severe stomach problems and overwhelming them with misery.

### **Two-Fold Return**

By absorbing elemental attacks through the hole in your right shoulder, you can redirect them with twice the original force using the head-shaped paper lantern on your left shoulder.

### **Water Sealing**

A powerful stream of water erupts from your head, engulfing enemies. By invoking the Water Sealing Spell, you imprison them within the water itself, trapping them indefinitely.

## **[600 CP]**

### **Life-Force Transferral**

By touching another Gedoshu, you can transfer half of your own life force to empower them, making them significantly stronger for a limited time. However, this ability can only be used once every six months, and the loss of life force temporarily weakens you.

### **Intangibility**

Physical attacks pass harmlessly through you, rendering you immune to most conventional strikes, including the sacred blades of the Shinkengers. Only Mojikara-based techniques or special methods can bring you harm, making you a nearly untouchable menace.

### **Soul Sucking**

With a bloodcurdling scream, you instill pure terror in your victims before ripping their souls from their bodies. The stolen souls become sustenance for your dark power, leaving behind empty husks that wither away into nothingness.

### **Inner Layer**

Your body is more resilient than most Gedoshu, possessing an extra pseudo-life beyond the usual two. When your giant form takes sufficient damage and should be destroyed, your outer skin peels away in a grotesque shedding process, revealing a smaller but faster form with a serpentine second head emerging from your body. This new form is highly agile, moving far quicker than your previous state. The second head grants you enhanced awareness and can bite enemies with venomous fangs or unleash cursed energy attacks. Your physical strength is slightly reduced, but your speed and reflexes compensate, making you harder to hit and deadlier in close combat.

### **Mind Control Blast**

A single pulse of dark energy from your face strips enemies of their will, turning them into your mindless puppets. Those caught in its grasp will fight for you without question, betraying their own allies until freed by a powerful purification.

## **Puppet Master**

You can manipulate people like marionettes using invisible strings, controlling their every movement against their will. Whether forcing them to attack their own allies or rendering them helpless, they dance at your command.





### **Items:**

You receive discounts based on your origin with 100 CP discounted ones being free. Also any items bought here can be imported to similar items.

### **General**

#### **Handheld ShodoPhone [Free – Only for Shiba Clan Descendant, Shiba Retainer]**

A treasured artifact of the Shiba Clan, the ShodoPhone is both a communication device and a Mojikara conduit. Designed to resemble a calligraphy brush, it allows its user to transform into a Shinkenger by writing their transformation kanji. It also enables the summoning of Origami and the creation of powerful Mojikara-based techniques. Reserved only for Shiba Clan descendants and their loyal retainers, this tool is a testament to their samurai heritage.

#### **Cellphone Sushi Changer [Free – Only for Mojikara Genius]**

Created by a master of Mojikara with a love for unconventional designs, the Sushi Changer takes the form of a sushi-themed cellphone. It serves as a transformation device, allowing its user to access a unique fighting style and specialized Mojikara techniques. Only those with an extraordinary understanding of Mojikara can fully unlock its potential, making it a prized item for any Mojikara genius.

#### **Gedoshu Weapon [Free – Only for Gedoshu]**

Forged in the cursed waters of the Sanzu River, each Gedoshu Weapon is a nightmarish instrument of destruction. Infused with the sorrow and agony of humanity, these weapons vary in form, from bladed limbs to grotesque organic constructs. Unlike ordinary weapons, they feed on suffering, growing stronger as their wielder spreads misery. Only a true Gedoshu can wield one without consequence.

#### **The Shinkengers' Secret Disks [200CP]**

A complete collection of replica Secret Disks, these Mojikara-infused artifacts were carefully recreated from the legendary arsenal of the Shinkengers. While they lack the full potency of the originals, they still grant access to a wide array of elemental enhancements, weapon modifications, and even the ability to summon artificial Origami. This set provides versatility and power to those who understand how to wield Mojikara effectively.

## **Mecha [600CP Each]**

here you can buy the mecha that the Shinkenger have piloted. This can be bought multiple times

### ***ShinkenOh***

A mighty fusion of the five core Origami, ShinkenOh is the traditional battle mecha of the Shiba Clan's warriors. Composed of **Shishi Origami** (Lion), **Ryuu Origami** (Dragon), **Kame Origami** (Turtle), **Kuma Origami** (Bear), and **Saru Origami** (Monkey), this mecha excels in balanced combat, wielding the powerful Daishinken blade and executing devastating Mojikara-enhanced slashes. A symbol of the Shinkengers' unity and discipline, ShinkenOh is a force to be reckoned with.

### ***DaiTenku***

Aerial supremacy incarnate, DaiTenku is a fusion of three high-speed and precision-based Origami: **Kabuto Origami** (Beetle), **Kajiki Origami** (Swordfish), and **Tora Origami** (Tiger). This mecha specializes in swift attacks and agility, capable of launching razor-sharp energy waves and executing the deadly Tenkuujin Slash. Its flight capabilities allow it to engage enemies from above, making it a powerful asset on the battlefield.

### ***MouGyuuDaiOh***

A behemoth among mecha, MouGyuuDaiOh is the ultimate powerhouse formed by **Ushi Origami** (Ox) and **Kyoryu Origami** (Tyrannosaurus). Its immense size and strength make it a walking fortress, capable of shrugging off attacks that would fell lesser machines. It specializes in overwhelming foes with brute force, unleashing devastating physical attacks and energy-based charges that can tear through even the toughest Gedoshu.

### ***DaiKaiOh***

A fusion of the ocean's greatest warriors, **Ebi Origami** (Lobster) and **Ika Origami** (Squid), Samurai Henkei DaiKaiOh is a highly adaptable mecha with a unique ability to shift between humanoid and aquatic modes. It wields powerful water-based attacks and devastating energy blasts, while its razor-sharp pincers and tentacles allow it to grapple and crush enemies with ease. Agile and unpredictable, it is a dangerous foe in any environment.

## **Shiba Clan Descendant**

### **Archives of the Shiba Clan [100 CP]**

A meticulously preserved collection of records detailing the long and honorable history of the Shiba Clan. These archives contain battle reports, Mojikara techniques, personal journals of past clan heads, and even lost strategies from previous wars against the Gedoshu. Studying them grants valuable insight into traditional tactics and forgotten techniques, as well as a deeper understanding of the responsibilities that come with the Shiba name.

### **Shiba Seal [100 CP]**

A finely crafted signet ring made of lacquered iron and embedded with the symbol of the Shiba Clan. This ring is more than just a mark of nobility—it is an unspoken declaration of authority, instantly recognized by allies, retainers, and even enemies. When pressed into wax, it serves as an official seal for documents, commands, or treaties, carrying the weight of the Shiba Clan's centuries-old reputation. In some cases, its presence alone can command respect—or fear—without the need for words.

### **Shiba Manor [200 CP]**

A grand estate that serves as both a home and a fortress for you and your allies. This traditional Japanese manor is meticulously maintained by Kuroko, the silent and loyal attendants of the Shiba Clan. The manor features training grounds, a meditation garden, weapons storage, and living quarters for your team. It is not just a residence—it is a place of rest, planning, and training, where warriors can refine their Mojikara and prepare for the next battle. The estate is protected by hidden defenses, ensuring its safety from unwelcome intruders.

### **Money [200 CP]**

As a member of the noble Shiba Clan, you receive a steady monthly stipend of \$200,000. This income is deposited discreetly into your accounts, ensuring financial stability whether you are in the human world or engaged in battle against the Gedoshu. The money is sourced from the clan's extensive holdings, businesses, and ancestral wealth, allowing you to purchase supplies, fund operations, or simply enjoy some luxuries in your downtime.

**Weapon Garage [400 CP]**

A secured armory containing a vast collection of weapons used by previous generations of Shinkengers. Inside, you will find a variety of swords, spears, bows, and specialized tools designed for Mojikara-enhanced combat. Some weapons are simple and practical, while others hold legendary properties or unique techniques waiting to be rediscovered. Whether you need a standard katana or an exotic weapon from a past era, this garage ensures that you are always armed for battle.

**Mojikara Scrolls [400 CP]**

A set of ancient scrolls that hold the complete record of every Mojikara spell known to the Shiba Clan. These texts contain basic incantations for sealing and combat, as well as powerful, long-lost techniques that have yet to be mastered. The knowledge within these scrolls is invaluable for creating new Mojikara spells, enhancing your combat abilities, or refining your understanding of the Shinkenger way. For a skilled practitioner, these scrolls are an endless well of potential.

**Kagemusha [600 CP]**

A specially trained body double capable of mimicking your appearance, mannerisms, and even fighting style. This doppelgänger serves as a decoy in battle, drawing enemy attention while you move unseen. In times of political or strategic necessity, they can assume your identity and act in your place, maintaining the illusion of your presence while you attend to other matters. Unlike simple illusions, your Kagemusha is a real, highly trained warrior, able to fight, speak, and even channel Mojikara if necessary, making them an invaluable asset in deception and protection.

## **Shiba Retainer**

### **Emergency Mojikara Paper [100 CP]**

A collection of pre-written Mojikara spells inscribed on sacred paper charms, designed for instant activation in battle. These charms hold defensive barriers, minor healing effects, and emergency sealing techniques, allowing the user to react quickly to unexpected threats. Whether you need to block an incoming attack, patch up a wound, or restrain an enemy, these Mojikara papers ensure you are never caught off guard. While disposable, they can be replenished with careful calligraphy and practice.

### **Shinkenmaru [100 CP]**

The traditional katana wielded by the Shinkengers and their retainers, the Shinkenmaru is infused with Mojikara, making it far stronger than an ordinary sword. It is capable of channeling Secret Disks, unleashing enhanced slashes and elemental attacks based on the stored Mojikara. Though simple in appearance, this blade is the foundation of the Shinkenger fighting style, allowing warriors to strike down both mortal and supernatural threats alike.

### **Dojo [200 CP]**

A private training hall dedicated to the refinement of your combat and Mojikara skills. Training here is far more effective than ordinary practice, as the dojo is imbued with latent Mojikara, enhancing discipline, technique, and endurance. The walls are lined with scrolls of wisdom from past Shinkengers, offering guidance for improvement. Sparring here improves swordsmanship faster, and meditation helps sharpen focus, making this a vital sanctuary for any warrior striving for mastery.

### **Medical Aid Kit [200 CP]**

A high-grade medical kit filled with traditional and modern healing tools, designed to treat wounds far faster than normal. Infused with Mojikara-enhanced bandages, herbal remedies, and a few powerful elixirs, this kit can heal minor injuries in hours and major wounds within days, allowing you to recover quickly between battles. While it doesn't replace magical healing, it ensures that even in the absence of a healer, you can still mend your wounds and keep fighting.

**Jōhatsu Kit [400 CP]**

A specialized disappearance kit that allows you to completely erase yourself from existence within society. Using a mix of forged documents, Mojikara disguise techniques, and data-wiping tools, this kit lets you vanish without a trace, making it impossible for anyone to track you down unless you wish to be found. Whether you need to go into hiding, escape from enemies, or assume a new identity, this kit ensures that no record of your past remains—a perfect tool for both strategic retreats and fresh starts.

**Empty Disks [400 CP]**

A set of blank Mojikara-infused disks, capable of storing and channeling magical energy. These disks can be filled with your own Mojikara, allowing you to bind wild Origami to your will or replicate the effects of existing Secret Disks. Over time, skilled practitioners may even develop unique custom disks, unlocking new techniques and abilities that would normally take years to master. A valuable asset for any Shiba warrior seeking to expand their arsenal.

**Safe Space [600 CP]**

A hidden, heavily warded sanctuary, protected by powerful Mojikara barriers that prevent intrusions from enemies. Within this sacred refuge, all wounds heal at an accelerated rate, and energy is restored faster than normal. This pocket of safety is invaluable for retreating from overwhelming battles, treating fallen allies, or holding emergency war councils in times of crisis. No matter how dire the situation, this sanctuary provides a guaranteed place of recovery and planning, ensuring that you always have a secure fallback location.

## **Mojikara Genius**

### **Sushi Cart [100 CP]**

A mobile sushi stand that allows you to sell sushi anywhere, from the bustling streets of Japan to mystical battlefields. Fully licensed, this cart is recognized worldwide as a legitimate business, ensuring that even in other dimensions, you can set up shop without issue. Whether you're using it as a disguise, a financial asset, or just a place to share delicious sushi, this cart is durable, easy to transport, and perfect for anyone with a love for both food and adventure.

### **Sushi Supplies [100 CP]**

A never-ending stockpile of fresh sushi ingredients, including high-quality rice, seaweed, fresh fish, and exotic toppings, ensuring that you always have what you need to make the perfect dish. The ingredients are magically replenished at the start of each day, meaning that you'll never run out—even in the middle of a battle! Whether you're making a quick snack or a full-course sushi experience, this supply guarantees perfection in every bite.

### **Origami Creation Scrolls [200 CP]**

A sacred manuscript containing blueprints and construction methods for all past and existing Origami mechs. With this scroll, you gain detailed schematics, assembly instructions, and Mojikara infusion techniques, allowing you to recreate legendary battle machines with the right resources. It is a must-have for any engineer, warrior, or strategist looking to build their own powerful support mechs.

### **Chef's Clothing [200 CP]**

A traditional sushi chef's uniform infused with subtle Mojikara enhancements. Not only is it self-cleaning and resistant to stains, but it also provides increased precision and endurance when preparing meals. The outfit adjusts to the wearer's size, ensuring a perfect fit every time. Wearing this grants a boost to your cooking skills, making every dish you craft not just delicious, but infused with your own energy and intent.

**Mojikara Ink Set [400 CP]**

A luxurious set of enchanted ink, brushes, and parchment, designed for the creation of powerful and long-lasting Mojikara spells. The ink is infused with spiritual energy, allowing for the writing of custom kanji techniques and stronger magical seals. Unlike standard Mojikara, spells written with this ink last significantly longer before fading, and their effects are amplified. This is a vital tool for any Shinkenger, calligrapher, or spell-crafter looking to push their Mojikara mastery to new levels.

**Super Disc Creator Kit [400 CP]**

A dedicated crafting station built for designing and forging new Mojikara Secret Disks. This kit allows you to personalize your elemental attacks, weapon enhancements, and Origami commands, making it an essential tool for strategists and inventors. With time and practice, you can create customized techniques that no one else possesses, adding a layer of unpredictability to your fighting style.

**Origami Creator Set [600 CP]**

A specialized forge and crafting table that enables you to construct new, custom Origami mechs. This powerful workstation requires significant Mojikara investment but allows you to design and refine brand-new battle companions, tailored to your exact needs. Additionally, this forge can convert any standard mecha into Origami, giving them the Shinkenger aesthetic and functionality. A priceless tool for those who wish to push the boundaries of Mojikara engineering and create legendary machines to fight by their side.



## **Gedoshu**

### **Rice Wine [100 CP]**

A bottomless supply of traditional sake, served in an elegant gourd or flask of your choosing. No matter how much you drink or share, it never runs out. The quality of the wine is exceptional, capable of dulling pain, enhancing celebrations, or simply providing comfort during long centuries of brooding in the Sanzu River. It is also infused with subtle mystical energy, ensuring that it never spoils or loses its potency.

### **Shamisen [100 CP]**

A beautifully crafted three-stringed shamisen that, when played, calms even the most enraged beasts and spirits. Its melodies can soothe Gedoshu, calm restless souls, and pacify rampaging monsters. In battle, the sound of its strings can disrupt the focus of enemies, making them hesitate or falter in their attacks. A must-have for those who understand that power isn't only about violence—it's about control

### **Sanzu Boat [200 CP]**

A mystical, black-lacquered boat that can sail across any body of water and even travel between dimensions. As long as there is sufficient misery and suffering in the surrounding waters, it can traverse the Sanzu River and beyond. It serves as a portable base, escape vehicle, and transport across realms, making it an invaluable tool for Gedoshu seeking to expand their influence beyond the mortal world.

### **Human Cage [200 CP]**

A sturdy, mystical cage designed to preserve the lives of humans even when transported to the Sanzu River's corrosive waters. Normally, mortal beings would be consumed by the river's dark energies, but this cage protects and sustains them, ensuring that their suffering can be prolonged. It is highly durable, escape-proof, and resistant to outside interference, making it ideal for capturing sacrifices, prisoners, or sources of agony to fuel the Gedoshu's power.

**Uramasa [400 CP]**

A replica of the legendary Uramasa sword, capable of cutting through dimensions with ease. This blade is loyal only to you and can slice through space itself, allowing you to create portals, sever magical barriers, and even escape from otherwise inescapable situations. Despite being a replica, its power is immense, making it an indispensable weapon for any warrior of the Gedoshu.

**Gedoshu Magical Set [400 CP]**

A forbidden collection of dark magical artifacts and tools, specifically crafted for Gedoshu spellcasters. This set includes cursed talismans, enchanted ink for Mojikara-based sorcery, a staff infused with the Sanzu River's energy, and a mask that allows its wearer to see through illusions and deceit. It greatly enhances ritual magic, dark spells, and energy manipulation, making it a prized asset for any mystic seeking ultimate power.

**New Sanzu River [600 CP]**

A perfect replica of the Sanzu River, but currently devoid of Ayakashi. Instead, it is populated solely by Nanashi warriors, ensuring a steady supply of loyal foot soldiers. However, for this river to reach its full potential, it must be filled with human suffering and despair. Over time, as more pain and agony are poured into its waters, it will begin to generate new Ayakashi, eventually becoming a self-sustaining ecosystem of misery and supernatural power.

## Companions:

### My Old Team 50

You may import or create companions you have brought with you, 50 CP each, or 8 for 300CP. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200.

### My New Team 100

Sometimes having friends would be nice. Buying this once will allow you to add any allies you've made here as companions. You may buy this multiple times.



**Drawbacks:**  
**You are limited to +1000 Cp from drawbacks.**

**Power Rangers Universe [+0 CP]**

Your adventure takes place in the Power Rangers universe, meaning that while you might be dealing with Shinkenger threats, you're also in a world where other Ranger teams, aliens, and interdimensional warriors exist. The Morphing Grid is real, and you may find yourself clashing or working alongside Power Rangers depending on your actions. Expect crossover events, unexpected allies, and powerful enemies beyond just the Gedoshu.

**Clumsy [+100 CP]**

You trip over your own feet, knock things over, and fumble at the worst times. Whether it's missing a perfect sword strike, slipping on your own Origami, or accidentally dropping an important Mojikara scroll into a fire, your clumsiness makes every fight and mission a little more frustrating. You may need extra training or a lot of luck just to keep up.

**Not Serious [+100 CP]**

When it comes to training, you never fully commit. You treat combat like a joke, skip practice, or slack off when you're supposed to be honing your skills. As a result, your fighting power is always behind your peers, and you often find yourself struggling against enemies your teammates can handle easily. It's going to take serious effort and discipline to overcome this bad habit.

**Lost [+100 CP]**

You have an absolutely terrible sense of direction. No matter how many maps you carry or how often people explain things, you always seem to end up in the wrong place. Whether it's wandering into a Gedoshu lair by accident or getting lost on the way to battle, your poor navigation skills often put you in dangerous or embarrassing situations.

**Closed Off [+100 CP]**

You struggle to trust or connect with others. Whether due to past trauma, personal stubbornness, or simple social awkwardness, you have trouble forming bonds and working as part of a team. Your allies might see you as cold, distant, or unreliable, making teamwork a major challenge. Overcoming this flaw will take time, effort, and learning to open your heart to those around you.

**Gedoshu Magnet [+200 CP]**

For some mysterious, unfortunate reason, the Gedoshu are obsessed with hunting you down. Maybe your essence is irresistibly delicious to them, or maybe you deeply angered someone high-ranking in the Sanzu River without even realizing it. Whatever the case, at least once a week, you will be hunted by dangerous Gedoshu warriors, and they won't stop until you're dead, captured, or thoroughly beaten down. It doesn't matter where you hide or how strong you become—they always find you.

**Giant Shadows [+200 CP]**

Wherever you go, you can never escape the presence of towering threats. Whether it's giant-sized Ayakashi, colossal Nanashi soldiers, or even enormous monsters outside the Sanzu River, something huge is always looming above, hunting you down. If you enter the Sanzu River, the giant Nanashi seem to have a personal grudge against you, gleefully stomping and smashing wherever you try to rest or hide. You'll have to be constantly on guard, or risk being flattened.

**Energy Deficient [+200 CP]**

Your spiritual and physical energy levels are only half that of your allies. While others can fight for long periods, use powerful attacks, and recover quickly, you struggle just to keep up. Your stamina is poor, your Mojikara runs dry faster, and even simple fights exhaust you more than they should. If you want to stand a chance in battle, you'll need to train harder, fight smarter, or find ways to compensate for your lack of energy.

### **Emo Backstory [+200 CP]**

Your past is an endless, crushing weight on your soul. Whether it's a tragic loss, deep betrayal, personal failure, or an unspeakable burden, it haunts you constantly, poisoning your thoughts and making it difficult to move forward. This trauma lingers over you like a dark cloud, filling you with guilt, sorrow, or rage. While you can push through, it will take immense effort to escape the shadows of your past—and some days, you might not even want to

### **No Outside Powers [+400 CP]**

All of your previous abilities, supernatural powers, and special enhancements from other worlds are completely sealed. You are restricted to only the skills, items, and abilities you acquire in this jump. If you relied on magic, technology, or supernatural gifts before, they are gone. You are now starting fresh.

### **This is for Battle [+400 CP]**

Peace is not an option. From the moment you enter this world, you will be constantly thrust into combat. Whether it's Gedoushu attacks, rogue samurai challenging you, or relentless supernatural threats, you will never have time to rest. Even when you try to recover, another fight will be waiting around the corner. If you don't stay sharp and improve quickly, you won't survive.

### **Watch Your Back [+400 CP]**

You are doomed to be betrayed—and not by the people you'd expect. Your allies, mentors, comrades, and even close friends will eventually turn against you in a way that shakes your trust in everything. You will never know when it will happen or who it will be, but one thing is certain: it will hurt. Can you find a way to break the cycle, or will you always be betrayed when it matters most?

### **You're a Normal Human [+400 CP]** (Cannot be taken with "No Outside Powers")

No matter your origin, training, or supernatural heritage, you are just a regular human. All abilities, powers, and supernatural enhancements are completely removed, leaving you with only your natural human capabilities. Even if you acquire powerful weapons or skills here, you will still be physically weaker, slower, and more fragile than others around you.

**Sanzu Wrath [+600 CP]**

One of the most powerful Gedoushu lords—either Doukoku Chimatsuri or Manpuku Aburame—has declared you their mortal enemy. Now, you are being actively hunted by the entire Sanzu River. The strongest Gedoushu warriors, the most dangerous assassins, and even mercenaries from outside their ranks are all coming for you. A permanent bounty has been placed on your head, ensuring that no matter where you go, you will always be pursued. There is no hiding, no negotiating, and no chance of being left alone. Your only options are to fight, run, or die.

### **Ten Years Later:**

**Go Home:** What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

**Stay Here:** This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus

**Move On:** Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.



**Notes:**

- 1. I hope you all enjoy this first Suoer sentai Seriees i made.**
- 2. Also any perks and ability here will considerd teh supernatural magic or ki depending on how you see it.**