

Kamen Rider Neo-Heisei Part 3

V1.0

It is Japan in the year 2014, but it'd be foolish to say that the world is like the one you know. For one thing, this world has had multiple advances in technology in fields that are only dreamed of. Data and matter becoming interchangeable, artificial intelligences and fully-functioning androids capable of independent thought...however, it is these wonders that also bring the chief threats of the world. The androids were created by an evil man who drove them into a species-wide crusade against Humanity, while data-based entities known as Bugster are emerging and attempting to bridge the gap between reality and the digital world. Meanwhile, a world in a parallel reality already destroyed and howling from their own abuses of technology and their home eyes the planet Earth greedily, more than willing to change this blue ball into something more comfortable for their kind. No matter the threat, this world is also different from the one you know in another way: It will bring about Heroes, willing and able to use the powers of those who would bring the planet harm against them. Heroes who are willing to be the fangs for the fangless and defend those who are trying to live honestly. Heroes known as Kamen Riders. You begin this jump around the time Kamen Rider Drive starts his engines and takes up the mask.

For your sake, take these

+1000 CP

Let's see who you enter this world as, then!

Drop-in(0): You enter this world with nothing but some papers vaguely having you connected with "Doctors without Borders" and whatever else you brought in with you. Still, part of you feels like you might have the potential to be a lot more if you dig deeper...

Investigator(0): A new recruit to the Special Investigation Unit! Er, not that the unit is taken particularly seriously at this point in time. How you got here is up to you. Maybe you were really curious about the Roidmudes, maybe you got put here by a vindictive superior, or maybe you just chased what looked like an easy assignment. No matter what, though, you have the skills and talent to truly protect and serve the civilians with no defense against the Roidmude threat.

Mystic(0): Whether you're a hobbyist, a professional, or born into it...you've had yourself immersed into the mysterious world of the supernatural and paranormal. The paranatural, even. Anyhow, your studies into the worlds of spirits and demons has given you some basic and effective techniques despite how people consider the practices. However, you're sensing a disturbance...It seems something big is coming, and it'll take someone willing to look past the material world in order to stop it. Are you capable?

Chaser(0): You've been hurt by this world. Perhaps a family member was threatened, your lover was killed, perhaps you're living on a deadline or have an ideology that brings you into conflict...either way, turmoil is an old friend and you're tough and determined enough to forge your own path and save what is precious to you...Good, evil, no matter who's in your way you will achieve your goals!

Expert(0): All those advances in science didn't come out of nowhere. People like you made them possible, but not it's up to people like you to save this world from the technology that was so horribly twisted into evil and tragedy. Whether it be as a fighter who arms himself or someone who arms warriors in turn, you'll be needed in order to provide an aegis for mankind.

Roidmude(300): Ah...this is a bit different, I suppose. You are one of the 108 Roidmudes in this world, from the initial batch created by Dr. Banno. This comes with a host of benefits but one or two caveats. The benefits are mostly across the board, amongst all Low-Class roidmude(which you begin as.) Firstly and most importantly, Roidmudes are able to initiate a phenomena known as Slowdown. Basic Slowdown essentially does what it sounds, rendering all non-roidmude objects and life forms to feel slow and sluggish.

They appear to/feel themselves moving at a very rigid speed, while Roidmudes are able to move freely at the same speed. As you can tell, for most fights this means a Roidmude can do all manner of things to humans without a fear of reprieve. As a side effect of this, they are resistant to temporal effects, such as things that would halt or slow the flow of time. Secondly, they all are able to turn themselves into a data-based form and travel through data storage and transfer systems i.e the internet. Thirdly, they have tough bodies that most firearms and explosives can't break through and fire dangerous laser rounds from their fingers. The specific abilities of your Low-class form depend on what kind of Roidmude you are: spider, cobra, or bat. Spider-type Low-Class Roidmudes can crawl on walls and spit webs out of their mouth, Cobra-types have even greater strength than most Roidmudes(being able to fling around and Bat-types are able to produce wings and fly! Lastly, they can with emotional development and time develop even greater forms that give them specific powers and greater potency of the above strength.

The Caveats...Slowdown doesn't effect Kamen Riders and those wearing Shift Cars on their person or inside the Tridoron, and your heritage as a Roidmude means you are marked for death by Kamen Rider Drive, Mach and eventually Chaser...as well as your data-based biology meaning that the executives such as Brain or Heart can try and edit or brainwash you if you show yourself to be too much of a danger to other Roidmudes.

Perks:

Perks matching chosen background get both 100 perks for free, and receive a 50% discount on all others.

For their Smile(100, Drop-in): You've been trained to heal people, but the first step to healing their body is to heal their heart. After all, the mind has a powerful effect on the body, doesn't it? So, you've learned how to approach people in a way that is both encouraging and calming, the bedside manner to make even a grim diagnosis seem a little better. You never will come off as condescending or cold if you desire it, as long as the words you speak are truth.

Caustic Co-Operative(100, Drop-in): Well that's frustrating. Would it kill some people to swallow down their egos and focus on what's important? Well, you can't do this trick forever but I guess like that Genm developer who futzed Mighty Num- I mean Action X said: "It's better than nothing." That trick being that you can... 'nudge' people into working together against their own desires as long as you can frame it as being in their best interest to. While this CAN be nurtured into a true bond, you may have to settle with manipulating otherwise bitter rivals short term truces and alliances. Of course if they have a genuine reason to hate each other other than pride or ego they'll be a LOT harder to work with. Not impossible, though.

Genius Gamer(200, Drop-in): How the HELL do you sleep, man?! What am I talking about? Well... There's no human way you can be that good at games and still have other talents, it ain't fair! You're no slouch in gaming, and your skill doesn't discriminate. The basics(dexterity, processing ability and determination) all transfer over, so... It makes no difference if it's a puzzle game, an FPS, or an RPG, your skill in video games is transcendent enough that you could be paid just for people to watch you play. Making bank as a professional's just a matter of who you sign up for, at this point.

A Bright Crystal(200, Drop-in): People are wonderful, but all too often it is impossible to see that from within. Much of the good things about people are only visible without, with their evil and badness often amplified from their own eyes. What they need is a mirror, something to show them their goodness... that would be you. Like a bright crystal, you can by talking and through your words and actions show someone their best qualities, the parts that people like about them and that they don't see in themselves. Perhaps then they can understand the love people have for them, and their hearts will be at ease...

Game Clear(400, Drop-in): How are you going to accomplish things if you don't even know what you're trying to do? Screw that, you're not going to wander around wondering where to go. From now on, when you're faced with a 'scenario', basically a problem you want to solve/resolve, you can understand at what point it's solved and what skills you need. But this ain't no walkthrough, son. You may be told what needs to happen and what can be used to solve it, but the process alone won't be laid out for you. I'm gonna hope you're not so weak in skills you need THAT, right?

Nothing I Cannot Cut(400, Drop-in): It takes some good hands to be both a genius gamer and a doctor extreme, as well as some actual medical knowledge. Er. That might be necessary for being a licensed medical practitioner, yes. Well thankfully you are one. Yay! Your dexterity is as fine and precise as could be, with both scalpel and controller alike, able to cleanly and efficiently

do the job no matter what your hands are called for. In addition, you're actually a doctor, you have a degree dammit! You have completed medical school with all the knowledge that implies and have a specialty, like pediatrics, surgery, radiology or similar. Expert hands and the knowledge to use them, what else could you need?

Heart Surgeon(600, Drop-in): It's not enough just to be a shoulder or a mirror. Sometimes, you need to be a scalpel! People often build up hatred, biases, neuroses, addictions, vices or hurtful ideas around their hearts like so much necrotic scar tissue...keeping people who wish to help them out and often only allowing toxicity and pain in. You won't let this be anymore. You can 'cut through' these things, able to not only cheer someone up but actively drag them out of the darkest despair or the deepest-seated hatreds with enough time and care. It won't just be water off the duck's back, either, as your efforts will always 'cut away' these negative things to some degree. All it takes is patience. They need your help, hurt and scarred from what they feel they have to be or cannot avoid being. With your help...cut free the person they want to be.

Game On!(600, Drop-in): Alright, it's time to take off the kid gloves. You won't lose that easily, cause you're a genius gamer...and the ultimate competitor. If it's a game or a competition, your skills will rise to the occasion! Sure, it may apply to video games...but much more than that! Are you skeet shooting? You can fire like Annie Oakley! Hide and Seek? The most veteran of trackers kisses your feet in respect for your finding skills. A competitive boxing match? They'll name maneuvers after you once you hit your stride! If it can be considered a game/competition with a winner and a loser you'll get an unreal skill boost, the sort that goes from a newb to an expert. Er? A fight to the death? I...That probably wouldn't work, honestly, unless you were making the fights into a game somehow. I guess if you bet a rival that you could rack up a body-count higher than theirs it'd count. Rule of thumb, if the "Loser" would just die directly as a result of losing(like russian roulette or something) then it probably won't kick in.

By the Book(100, Investigator): You'd be a disgrace of a police officer if you didn't even know what the law IS, right? Well, a comprehensive understanding of the laws, protocols, and legal obligations as well as operations of the local officers of the law(Be they cops or constables) is in your reach now. You could quote legal codes down to the subsection if you needed to...just be a bit less zealous, okay?

First Gear(100, Investigator): Nice wheels. But are you ready to take the steering wheel? If so...Start your engines! You can easily get around on and off-road behind the wheel of a car, surviving doing things some stunt drivers would be afraid of doing for a million dollars...without a seatbelt, too. The only worry that should be had is if the vehicle you're in will SURVIVE you. As for you? All you need to do, is drive.

Cowboy Cop(200, Investigator): Laws were made by humans to deal with other humans. How the hell can it handle the introduction of doppelganger killer robots, demons that can possess people or corrupt them, or real-life computer viruses that appear in the guise of game characters? Simple. It can't. So it shouldn't get in the way! Now, you can convince others to

allow your legal transgressions to slide as long as you can justify it as for peace or following the spirit of law (protecting the innocent)...Just don't shoot the dog too much. This may protect you from legal consequences, but people won't forget so easily.

Second Gear(200, Investigator): Law enforcers often see the the best and the worst of people...You'll see saints who suffered for the sake of others and the most vile of sinners. For some people, it might make them fall into despair over the perversity of the times, but you'll dedicate yourself to protecting those who follow the straight and narrow path...as long as you don't Lose Your Mind. You are able to have a 'cool' judgement, distilling and controlling your emotions to have a better precision and act without haste. However, there's a difference between distilling your emotions and snuffing them out. Sometimes, rage IS the only proper response, and by channeling those Wild emotions into your actions you'll have stamina and determination to spare!

Last Action Hero(400, Investigator): Better take a Deep Breath, because you're about to do what they told you not to at the station and be a hero. You've got every skill a highly trained and elite officer of the law could have, even up to and including SWAT-level shenanigans. Of course that's not all, you're like an action movie cop with what you're capable of. Not unbreakable, but shooting, fighting, sneaking, kicking and driving like a madman are easier to you...even as a normal human being!

Third Gear(400, Investigator): Who's got time to read the manual? You don't really NEED instruction, now. Your instincts are more than enough! If you pick up a new weapon or tool, you can intuit good and effective ways of using it even without having seen the tool in your life before. You might not know all the features, especially if it's esoteric and vague...but you'll at least be able to understand what it's supposed to do even if the how isn't clear.

Top Gear(600, Investigator): When you truly start your engines...You're an unstoppable sleuthing machine! It takes a real genius to take even the supernatural and superhuman abilities of the kaijin into account for investigations...but what else can they call you but a genius? It doesn't activate all the time, but if you're in need of figuring out answers to complex and shady questions fast...? You can enter a state known as "Top Gear", where your strength of will and intelligence skyrocket from that of a normal human to the kind of genius that's only attributed to Sherlock! Problem-solving and deducing the most puzzling of cases becomes possible. All you need to do is give it your all, and go into top gear!

Spinning Wheel(600, Investigator): Maybe you're a true hero, but even the strongest of people have those that care for them and want to protect them. You're no different, and people who care for you will not find themselves at a loss when it's time to rise to the occasion. Simply put, your presence inspires heroic efforts and people who would normally shrink away or try and fail will instead find that their talents and abilities are much more potent...Maybe out of love, or friendship, or the desire to outdo you...but they'll be there, before that first teardrop falls.

I Believe in Myself!(100, Mystic): You might have used to be unsure and doubt your own ability, but you've moved past this. Now? You'll revel in who you are, because your life is one that can't be replicated or replaced. You are you, and now you take pride in that... No matter what you become, you'll take pride in yourself without a doubt.

Grateful Soul(100, Mystic): To understand your place in the world, and your own self...You must have comparisons! Your encyclopedic knowledge of mythological and historical figures will truly make you a luminary, allowing you to know about the exploits and personalities of figures like Billy the Kid, Robin Hood, and Benkei without needing to consult anyone but your own self. Must be good for trivia games...

My Life Will Burn Bright(200, Mystic): Your belief and hope has enriched your soul. That isn't a figure of speech. Your soul is now literally stronger and brighter, effervescent with a 'light' of hope and good emotions. Not only that, but this 'light' makes you boisterous and full of life & energy no matter how dire the situations...your soul as bright as a diamond.

All Eyes on Me!(200, Mystic): It is only by connecting with others that you are able to define yourself, and now connecting with others as well as 'attuning' yourself to their souls is possible if you open yourself up. Taking on the burdens and 'corruption' of others as well as giving them the light of your soul or allowing you and they to share spiritual energy(granted, these exchanges need to be consensual) is possible, though it isn't an exact science and intuiting exactly how to do it just the way you need it to work is going to have to be on your part.

Heaven's Sage(400, Mystic): Eyecons are a mysterious creation. Not quite science, but not quite mystic as well. Only by learning how the two interact can you truly unlock their power. You are capable of creating the "Eyecons", devices that are able to contain the souls of either summoned spirits, the living who are already in an astral projection state, or the freshly dead. Not only can they contain the energy of the soul, however, but they can draw its power and grant the soul a physical form with greater abilities than in life! Perhaps in time you can learn to contain the spirit energy of even grand entities like the Great Eye and control them. But of course, making sure that the energy doesn't gain a will of its own is a problem as well.

The Soul Will Live On(400, Mystic): Matters of the spirit and soul, they require very specific kinds of knowledge...Rituals and reagents to deal with death and what comes beyond. You are privy to this knowledge, able to accomplish feats such as calling upon the spirits of past 'heroes' (or at least prominent figures) and rituals to banish or purify spirits of evil...as well as possibly even create monoliths to access places reachable only to spirits or demons...whether that's simply the afterlife or another dimension, depends on where you are. Ryu Tenkuuji, the father of Kamen Rider Ghost, used similar skills to summon the heroic spirits used for the Heroic Eyecons, to protect humanity from the Ganma dimension. I can only pray your ends are as noble.

Open Your Eyes!(600, Mystic): Welp. You've died. Don't worry, that wasn't the end. See, before you were cast off from this mortal plane you were 'caught' by a sage who offered you a unique object called an Eyecon...and now you are able to access a Ghost Driver like Takeru Tenkuji and Makoto Fukami. This device resembles a cyclopean 'bedsheet ghost', which when an Eyecon is placed into it and utilized, allows transformation into a superhuman Kamen Rider! You will have an "Ore" Ghost Eyecon that is representative of your soul, and the Kamen Rider form that's based off of it is empowered by the strength of your soul. However, for non-Ore eyecons you will need to convince the residing Heroic Spirit to allow you to transform, otherwise it will refuse to lend you power. You will also begin with a unique 'combined' weapon that can be empowered by your soul's strength with an "Omega Drive", initiated by scanning the eye of the Ghost Driver into the weapon. This Ghost Driver is also summonable, bound to your soul and able to be called upon with a gesture. As a side effect of being a ghost, you may turn intangible and invisible to all non-spirits and fly around as well! I guess being dead ain't the worst thing to happen.

Humanity is Infinity(600, Mystic): To truly unlock humanity's potential, you must tap into the one thing that unifies man: Dreams and emotions. By meditating, you are able to enter an emotional 'plane' of sorts, either reading the emotional landscape of the world around you that reflects its history and peoples or the emotions of a group of people...Similarly, You can also enter the land of dreams and interact with dreams and thoughts of others if you so desire. With a bit of effort and intent, You can then 'synchronize' with strong emotions to bolster your soul's power! Either giving you new emotion-based techniques for your existent spiritual power...or by healing your soul from damage and corruption. Oh? I suppose...okay, so there IS a power called Mugen Damashii, Infinity Soul, accessible through this. But it's a bit specific. You'll need a ritual that is easier to perform with knowledge similar to "The Soul will Live On", and of course you'll need to be a Ghost Driver-user with "Open Your Eyes." The ritual's pretty dangerous, though, it's a VERY specific set of events you need to make happen. Simply put, the ritual will put you on death's door and you'll need strong friendship and love from your closest loved ones in order to pull back from it. If you could die without consequence for whatever reason(like some kind of one-up), failing this won't bypass that...but unless you're brought back via those emotions I mentioned, you won't unlock the power of Infinity Soul. Just remember: Human potential is infinite.

Searching...(100, Chaser): You may not be a detective, but if you want to get your vengeance you'll need to dig regardless. Let's start now! You can make up for a lack of training in investigation like the police get with unconventional methods, spying and taking astoundingly nice-looking pictures to follow the clues. With some actual training it'd be hard to match up to your tracking skills. You'll find them...you're just going to have to start searching.

Let's Henshin!(100, Chaser): Sometimes it's necessary to strike an imposing figure, no matter how tormented you are. Just because you've got a mission doesn't mean you can't look good doing it! Your confidence and flash are apparent to all who see you, making an entrance is the easiest thing in the world now.

Hell or High Water(200, Chaser): You're going down a very uncertain path...if you waver at all, you'll be lost to demons internal and external. Now, ensure that you can keep going down that road! Pain and trauma are now old friends and don't faze you easily, you're also able to resist being corrupted by darkness as well as having the determination it took for the young Makoto Fukami to survive the local equivalent to hell.

Destroying...(200, Chaser): Who needs skill? Just beat them down, go for it, and put all your power into your strikes! Your rage and need for vengeance has given you an effective if somewhat predictable combat style. Now, you can sub in forcefulness for precision, perhaps a bit inefficiently but...Who cares if you missed 20 jabs if you threw out 60 like a madman?

All Done at Mach Speed!(400, Chaser): Your grace and style are deadly to behold. You're among the most famous of acrobats in poise, balance and can outdo them in the speed and control of your movements. Doing flips, poses, and spins in combat to outmaneuver and outdo your foes in stylish manners is practically your calling card!

Let me show you the life I've chosen!(400, Chaser): You won't let your path be altered! You are your own man, and being controlled by your wild emotions or by the intrusion of others isn't going to happen on your watch. Resisting the urge to run wild in a 'berserker state' or resisting the effects of mind control is an easy matter, as your own inner strength is enough to ensure that the path you walk is the one that you have chosen...not one ridden in blind rage or under the thrall of those who'd wish to seize your agency.

Full Throttle!(600, Chaser): You'll have to use it, then. The pinnacle of your emotions, a wild source of power drawn from losing control! It's a berserk state that is easily seen by glowing red energy, associated with the Roidmude known as Heart and the dangerous form called "Dead Heat"...This state is known as the Dead Zone. Uniquely, you can enter this state at will much like Heart without requiring Type-Dead Heat, even without being a Roidmude. When you enter the Dead Zone, you can choose for it to be an uncontrollable rush or a staggered growth. Heart utilizes the first, continually mounting heat and energy into himself the further in battle he becomes, already in a berserk, fight-hungry but powerful state. This will be true for you as well, wild and powerful but as a growth rather than starting off powerful. Alternatively, you may take the route of Dead Heat and have the power be boosted to an extremely high but static amount, with control until you hit the point where you can't take it any more(a mental timer will be provided), then control is lost and you enter an even more uncontrollable state where you will attack anyone and everyone around, and only being struck extremely hard can snap you out of it. You may learn to better control both variants, with time...Careful, this one's pretty dangerous.

Dive Too Deep!(600, Chaser): There are dark and terrible powers in this world and beyond, forces of great might that risk making you turn against all you stand for as punishment for wielding it. But none of them are prepared for you, now. You can now take corrupting, dark, or evil energies into yourself and wield them without fear of them changing you for the worse,

taming it like you would a wild beast using your willpower. Be warned - you either ride the wave or sink, for you must constantly push such corrupting force back using your own drive. As a mercy, if you find yourself mentally exhausted, you can immediately 'deactivate' such power to lose both the extra stress and whatever power you were using from it. There is much to be gained from diving deep...just try not to drown.

Nice Drive!(100, Expert): You know what a good team needs? An encouraging voice to help them along! There's nothing supernatural about this, you have an amazingly pleasing voice that increases your ability to give encouragement and positive reinforcement to others. When you tell others not to give up, they'll know you mean it!

Gone Horribly Wrong (100, Expert): Too often are the words "What has science done?!" uttered in this world. It's a good thing you know how to properly check the consequences before you use something. Namely, whenever you use or create any kind of technology, you can immediately tell what sort of potential or consequences using it will have - good or bad. This draws a broad picture and won't give you seer-like details, but you will know the impact a particular invention or device will have on society at large if you release it to the public, or entrust it to a particular person. In short, you are your own peer review team. Choose wisely, Jumper!

On The Scene(200, Expert): You can't hope to fight things like the Roidmudes or the Ganma if you can't find them! Luckily, you've picked up a way to locate them - you know now how to make technological scanners that can detect the presence of a particular object or 'type' of being. You may need an initial sample to scan for incredibly uncommon things or items, but you start with the ability to make scanners that can detect Bugster, Roidmudes, or Ganma for free. This can even work on particular energies. Never again will you be late to the scene!

Phantom Phlame(200, Expert): You aren't afraid of any Ganma! It took some figuring out, but now you have recipes and formulas to create substances capable of damaging and revealing spectral spirits for everyone's eyes to see! No more invisible spooks or poltergeists here. In the process, you also discovered the processes that were used to create weapons similar to the multi-purpose Gan Gun Saber or the Gan Gun Hand, as well as the various 'familiars' that modify their use. People with Eyecon-based Drivers can also initiate Omega Drives with these weapons(thus using their soul's might to augment their strikes)...and modifying other weapons to have these properties is no difficult matter for you.

How Unscientific!(400, Expert): Hmph. Some people make such a big deal about 'mystical' things like ghosts, alchemy or magic...absolute nonsense! Such things are simply science that hasn't been properly documented yet. Whether or not that's true, you are able to make sense of such things from a scientific mindset, and can create technological devices that can equal or surpass the application of a particular type of spooky voodoo. Granted, you still need to be able to understand it in the first place, and some things may be harder to reproduce with technology

than others. Still, with a bit of know-how, you'll find the two aren't as different as people think...at least, in your skillful hands.

Mr. Jumper(400, Expert): The human body, marvel that it is, has very clear-cut limitations that sometimes cannot be compensated for. Meanwhile, to make a computer better, you just have to add some hardware and it's good as new, if not better. Why not take the both of best worlds, and make your genius digital? You now understand the scientific process of converting a human mind into data, making yourself into a not-so-artificial intelligence and all the benefits of having your new computerized vessel for a brain. Your intelligence is your processing speed, your memory is your disk space, and so on. Even better, if you have a robotic body available, you can upload to that just as easily. Moving between computers is as simple as getting a good adapter. Just take note...if your consciousness is destroyed completely via hardware failure or damage, that's as good as being dead. Also, while you can eventually repeat this process with non-human brains, it will take a lot of trial and error to pull off. Reversing this process is also...difficult.. Consider yourself warned.

All You Need is Driver(600, Expert): Previously, there were only two pioneers of the technology behind Density Shift and the Shift Cars. You are now the third. Or more than that, depending on what any friends of yours have to say about it. Semantics aside, you now have an understanding of several unique technologies. First is Density Shift, which uses particles in the air to cause Slowdown, a phenomena that makes all but Roidmudes or people using similar technology 'lag' to the point of seeing the entire world in only minute flashes, rendering them helpless. Second is the Shift Cars and Signal Bikes, sentient tiny vehicle robots that are insulated from the effects of Slowdown and similar temporal manipulation, each one sentient enough to act as a helpful support team and having particular functions for each car - one can create fire, the other can create illusions and projectiles, and more.

Finally, all of this comes together in the form of the oddly named Drive Driver and the Mach Driver. By utilizing both the effects and resistance to Density Shift, and channeling the right emotion in the user, the Shift Cars combine with the Driver to create various powerful effects, greatly enhancing the user's capabilities. Of course, this package includes the ability to design and build the Core Driviars that power this technology.

That's not all. With some work, you can create your own unique spin on the technology. Why Shift Cars? Why not Shift Jets, or Boats? Or even Shift Space Vehicles, if you know how to handle the logistics of that? This triple whammy of technology puts a lot of potential in your hands, Jumper...I hope you use it well.

The Promised Number(600, Expert): Artificial intelligence is an often talked-about or theorized field. It's a good thing you're a veritable savant at the matter, isn't it? You have learned how to create sentient entities entirely through data, giving them 'human' personalities and even the capacity for emotions. More than that, they can change from data into a solidified form, giving them physical bodies that allow them to interact with the world at large, and change back into a

digital form just as easily. In short, you can create Roidmudes and AI with a similar capacity as them...even better, they can easily adapt any technology you have into their bodies, and learn how to use it with ease.

That said, Roidmude Evolution, integration with or mimicry of human bodies, and the personal development of such AI will take a bit longer to learn, though it will be within your reach with some effort. You must also take care to treat your creations with fairness, regardless of what purpose you give them...for such things have horrifically backfired in the past, and many innocent people had to pay for it.

The Grim Reaper(100, Roidmude): Oh, they'll know what fear is. Your name is whispered as a boogeyman across both human and roidmude alike, and the image you project will always bring about some kind of respect from someone...Even if it's only because they don't wish to cross you. What could you have done to earn such a reputation, I wonder?

Honorable Heart(100, Roidmude): Who says humans are the only ones who can have kindness? After all, the roidmude are beings too with hopes and dreams...In any case, you are free from the usual negative emotions Roidmudes are programmed with(save for Heart) and that friendly good nature of yours is apparent to all who see you. It isn't difficult to have a respect borne of your honor, and even sworn enemies won't think to consider you treacherous nor inflict treachery upon you, though they'll still consider you a foe despite this.

My Friends are my Power(200, Roidmude): What separates you from the humans is that your battles are for the sake of the survival of your dear friends! Yes, your precious friends are the ones who give you purpose to fight...and truly, they see this in your eyes. Those who consider themselves on your side would rather die than think of betraying you directly. Even if they'd sell out your other friends, you are always considered the rightful 'leader' of your side, the heart and soul of your allies. You're also quite charming and sympathetic even to the humans you consider enemies, and having them conflicted about fighting your kind is an effect you may have. This is even more effective on artificial beings for some reason, AIs and intelligent robots...Perhaps they see you as a kindred spirit.

A Healthy Flow (200, Roidmude): While your kind may be united in your goals, your paths to that goal intersect and clash at times. Some wish for nurture, some wish for discipline...others may simply wish to live at peace with the humans. Your followers may betray themselves, your other allies, or even yourself in their attempts to achieve a goal. No more. With this, you can detect deception and treachery from your allies and quickly intercede to talk them out of it. Punishment or simply discussing the matter, I'll allow you to choose the resolution, but detection is the key part of this. Nothing is worse than knowing someone did horrible things in your name, after all.

Only a Machine(400, Roidmude): Sad, but helpful in some cases. The nature of the Roidmude means that the strongest way to help them be restored or fix problems in their coding is to...well,

edit them. You can manipulate data and data-based entities(like artificial intelligences) like the Roidmudes with no effort, restoring them or editing them with a few special techniques as well as ensuring they are...in line. After all, some Roidmudes appear to be rebellious or even self destructive. Not that you don't love them, obviously, but perhaps an 'attitude adjustment' is what they need to grow up healthy and strong.

BRAKE UP(400, Roidmude): You're no low-class, not any longer. You may choose a word and gain both a stronger form and specific abilities related to that word(either as an evolution of your roidmude body or as a summonable 'armor' for humans) though you'll have to understand that conceptual powers are an unlikely result of whatever you choose. You'll get powers, for sure, but having "Death" as the keyword for your abilities will more likely give you abilities like a cloud of plague or a powerful 'death'-themed attack rather than making you instantly kill anything. In any case, not only that, but you have the unique ability to turn into a Giant Roidmude without requiring the imbibement of viral cores. Giant Roidmudes are giant kaiju-like forms based on what your Low-Class' form is themed off of(Bat, snake, or spider) as the choices, but your control over this form is lessened. Still, you can claim that you have reached the next step of evolution in the Roidmude species...

Hyper Slowdown(600, Roidmude): So, you're probably aware of Slowdown by now. It's a basic ability of the roidmude people...but it has weaknesses here. Krim's technology, the shift cars and the Drivers, can bypass it and slaughter Roidmudes. However, this is a much, much stronger version. This is Hyper Slowdown, an intensified version that the upgraded Mashin Chaser was capable of performing that even bypassed the Driver's protections! Only Type-Formula and Type-Tridoron were able to shrug off Hyper Slowdown, but those are a far away dream right now...and as a bonus, purchasing this allows you to both keep regular Slowdown and initiate Hyper Slowdown post-jump. This sort of thing could even spell the end of Kamen Rider Drive himself if you used it at the right point...

Ultimate Evolution(600, Roidmude): Ah. I didn't realize who I was speaking to...I'll be a bit more respectful now. The Roidmudes dream of a 'Promised Number', of Roidmudes who have received their strongest 'super evolved' form and bring about the dream of being the dominant species of earth. You are among the promised number now, and your roidmude-based abilities are boosted to their pinnacle..from an ice-based power to even freezing people in their tracks, among other things. As a super evolved Roidmude, very little in this world can threaten you physically. Other super evolved, perhaps, and maybe the final forms of the various Riders. But all other threats fade away...you're also significant because with 3 other Super Evolved, you may initiate a second Global Freeze, a truly global one unlike the first. You are a beacon of hope to the Roidmudes...Take care of them. Oh, and if you haven't evolved already via "Brake Up", you may need to do so in order to unlock the full potential of this form.

Gear:

What is the world of Kamen Rider without an absurd selection of merchandise? That question is for philosophers, not me! Anyways, in case you're a little short on points, **you get a bonus of 300 points to spend on items only.** Use it wisely! All gear matching your background, you get a 50% discount on, and get the 100-point item for free.

Jumper x Rider Heisei Generations(100): Maybe you already had a transformation belt of your own, from this saga or otherwise. Or maybe you just think two particular belts would go well together. Either way, for 100 points you can either combine a belt you purchased here with a previous 'henshin' device you owned, or combine two belts purchased here together, giving them the strengths of both. Alternatively, you can just add slots for Shift Cars/Signal Bikes, Gashats, or an Eyecon on your belt, one slot of each type for every purchase. This can be bought multiple times.

Tire Kokan!(100, one purchase free "Type-Rider"): Give it up for the army of tiny cars! You receive 6 Shift Cars of your choosing for each purchase of this. Something to note is that Shift Cars are sentient and capable of acting independently, but don't count as companions. They are absolutely loyal to you, to boot.

Type-V(100, one purchase free "Type-Rider"): The stronger sibling of the normal Shift Cars, these particular Shift Cars have a special ability that needs to be utilized by the Drive Driver to be deployed on the field, but allow for powerful Types to be utilized that change the base capabilities of the user. In addition, these particular Shift Cars can be coordinated by the AI within the Drive Driver, letting you acquire and deploy them quickly when the situation calls for it. Each purchase gives you one new Type Shift Car.

Watch This!(100, One purchase free "Open Your Eyes"): May the spirits of the dead heed your call...all at the push of a button! For each purchase of this, you receive 8 Eyecons of your choosing. An important benefit to these is that in this world and beyond, they do not require the power of the Great Eye to function, and will thus serve you for every world onwards just as well. On the downside, you can't really use 15 of the ones purchased here to grant you a wish...and that includes a particular drawback detailed below. These are copies of the existing ones, and thus the originals will still exist in this world otherwise. Of course, a neat side effect is that the figures within the Eyecons are sentient and can be summoned as "Ghost Parkas" in order to transform. Just something to keep in mind.

GashatO(100, One Purchase Free for "Got Game?"): You need to get some games in order to play, Jumper! You get 2 Gashats of your choosing per purchase. They don't really have much use unless you have a Gamer Driver on hand, but if you do, they're powerful tools indeed. Otherwise, you can hook these up to mundane video game consoles and play the game contained within it normally, though it won't have any special properties when you do. Game on, Jumper.

Game Boy(100, Free Drop-in): What a wonderful collection. This is a set of pre-Gamecube/Xbox/PS2 game consoles and games, including things like even the Wonderswan...They all work and don't require maintenance or power to operate, and the list could theoretically provide hours upon hours upon hours of entertainment! Er, as long as you don't mind older-looking graphics. Could be good to hone your gaming skill on!

Dr. Jumper!(200, Discount Drop-in): You'll need to be able to respond when the time comes for you to save a life, and these items are just what you need! These are, essentially, the tools utilized by the Cybernetics Rescue ward to protect and cure people infected by the Bugster. First of all, these stethoscope-looking devices can be used to patch into most forms of telecommunications(phones and other devices like it, basically) and detect the presence of Bugster inside people! Secondly, this bed placed inside your extradimensional storage space of choice can track the spread and power of the Bugster connected to an infected patient if need be. If that is unnecessary, it also comes with a number of tools and resources utilized in emergency rooms to stabilize and fix up dire wounds. You're not just a gamer, after all, but a doctor.

Got Game?(400, Discount Drop-in):

I know this may not look like much, but don't you for a moment underestimate this device. This bright green belt buckle is better known as the Gamer Driver, and it holds a whole lot of surprises. It's main purpose is to transform someone into a Kamen Rider when used with a Gashat, allowing them to become a "Level 1" form capable of separating Bugster from their hosts before leveling up into "Level 2", which is faster and much more suited for combat. Oh, speaking of which...I should note, you don't have to be an expert soldier to be good at battling in this form. Your skill in video games can totally substitute for combat expertise here.

Let's move on to the main capabilities of the belt: Firstly, it can teleport you and people you intend to battle to pre-set areas, usually abandoned with lots of obstacles. (The kinds of places you'd see toku battles filmed, like junk yards or quarries) This ability is called Stage Select. Secondly, by initiating the henshin you can spawn items themed to the Gashat being used to transform, which contain 'power-ups' when broken. Thirdly, Gashats have a specific item tied to them which the Rider can summon once transformed. There is a caveat or two. First is that using this DOES give you an immunity to the Bugster virus, as the Gamer Driver normally requires a compatibility surgery involving this. Secondly, you may notice a little gauge on the front of the Rider forms...this is a Rider Gauge. Simply put, it's the suit's life bar. You are not negatively impacted by any damage you take in the suit, as long as you have 1 bar on the rider gauge you can get back up and continue fighting till the gauge is empty.

However, it's what happens when the gauge empties out you should worry about. Normally, this is certain death for the user. This is a prototype version, however, and works a bit differently. The damage inflicted to you while in Rider form that was 'absorbed' by the Rider Gauge is inflicted all at once onto you when you drop to 0, as well as being knocked out of the transformation itself. This may be slightly more survivable, though depending on what you're

fighting it might just be a death sentence anyhow. Don't let the gauge run out, alright? Nobody wants a Game Over.

Finally, as a bonus, your Level 1 form can easily separate other diseases besides the Bugster from the body of a patient, where they will usually take a monster-of-the-week form that you can defeat (and thus cure the patient). The difficulty of beating said monster usually depends on how deadly or advanced the disease itself is, so be careful not to bite off more than you can chew!

Game Maker IX (600, Discount Drop-in):

Oof. Genm's not going to be happy with you...this is a secret version of their latest development kit for the Gamer Driver. This was supposed to make it easy as pie to make new Gashats, but I guess it's in better hands now. In any case, this device can accept any physical gaming media and transform it into a usable Gashat, though its capabilities will be based more on the genre and basic gameplay of the game involved rather than the game's actual content. Some may end up being palette swaps of existing Gashats or at least have similar abilities (possibly the cross between existent Gashats.)

If that wasn't enough, this also comes with a set of important research papers with a 'TOP SECRET' stamp on the first page. It goes into detail about how the Gamer Driver and Gashats function, and notes regarding the Bugster. It may be possible to reproduce the technologies and phenomena detailed within...but you'll only have so much to work with before you need to use your own know-how. Maybe you can save this for a rainy day?

Hot Fuzz(100, Free Investigator): If you're going to be an officer, you better look the part! An appropriate formal-looking policeman's outfit as well as a properly licensed and loaded revolver will be provided, courtesy of the Special Investigation Unit(AKA the unit that handles Roidmude disturbances and crimes.) Welcome to the force, Jumper!

Blue Shield(200, Discount Investigator): While Kamen Riders are the Special Investigation Unit's best bet at fighting back the Roidmudes, ordinary citizens are not without their weapons too. This is a bundle of 3 superb improvements made in fighting back against the android menace in lieu of the very difficult to replicate Shift Cars and as a transitional set of gear, due to the Mass Produced Mach Driver still being on the drawing board. First, a set of empowered knuckles and boots that allow you to strike with enough force to seriously injure Low Class Roidmudes, without harming yourself from recoil. An ordinary(though athletic) human could kick a hole in 5 inches of steel with these boots! Secondly, a series of high-power data rounds that have a similar strength to the boots, these pistol rounds easily compatible with police-issued revolvers and effective against roidmude armor. Finally, in case you were worried about Slowdown...well, don't be. While Rinna is able to get the Blinky Gizmo (Slowdown Reduction Device) complete soon, this is the advanced version that came too late...a waist-mounted device that provides protection against the beam weapons of the low class Roidmudes as well

as negating the effect of Slowdown on your person! You may not be a Rider, but you're still a cop. Go out and keep the peace.

Top Gun(400, Discount Investigator): You'll need to get armed and dangerous if you want to live up to your potential as a cop OR a rider...hence these. These weapons are known as the Handle-Sword, the Door-Gun and the Trailer Cannon. Don't look at me, the names were Shinnosuke's idea...Anyhow, they are (at base) based on vehicles in appearance. The Handle-Sword is a blade that can bring an impressive amount of power and allow you to drift across the battlefield due to it's excellent balancing! The Door Gun, meanwhile, is an energy blaster that can destroy Low Class Roidmudes with ease as well as requiring only reloads in the form of opening and closing the door on the side of the gun. Finally, the Trailer Cannon is able to load Shift Cars into it to form massive energy blasts stronger than the Door Gun and Handle-ken combined, though it's a bit heavy and slow to use. The weapons are strong enough to subdue low class Roidmudes with ease and advanced-class Roidmudes with effort, be wary that they may be too strong for normal humans to use without assistance.

Type-Rider(600, Discount Investigator): If you're going to protect the straight and narrow path, you're going to need Drive. But before you can Drive, you're going to need a vehicle to do it in! This is a 'brother' system to the Tridoron, which was the car that acted as the centerpiece to the Drive Driver and it's accoutrements. The Vehicle itself (The J-Doron) is at base similar to the Tridoron in all capabilities. The Tridoron being a car that is capable of diffusing Slowdown for itself and its occupants, strong and durable enough to tank the attacks of the killer robot Roidmudes, and even possessing basic beam weapons to mow down enemies!

Of course, that's not all. With the Jedoron comes the Drive Driver, a Driver that allows you to transform into a Kamen Rider using a "Type" Shift car, like Drive's Type-Speed. The "tire changes" that grant the base forms of the Types are also produced by the J-doron and can in fact simply be used to alter the J-Doron's tires for new effects, such as using Funky Spike to give spiked tires capable of climbing up walls and rubble. Transformation is also not strange to the J-doron as different "Types" will also grant new abilities to the vehicle itself!

But, what's that? You already have a car that you don't want to replace? Well...bring her in for a tune-up. You can import any road vehicle in as J-Doron and have it gain the abilities outlined here as well as tying it to your vehicle. Er? Not a fan of cars? Well, I do have two alternatives here...if you want, you can pay +100 undiscounted to import a boat or a plane instead, and gain either the Marine Driver or Jet Driver based on which you pick. They will get similar but not QUITE alien versions of the shift cars, called "Sky Engines" or "Sea Engines" instead.

Anyhow, I should probably note that the Drive, Jet and Marine Driver all share one thing in common: They actually have someone acting as a personality! That is to say, both the Driver and the J-Doron share an AI. While we have a few AI here for you to take, if you have an existent AI or Roidmude companion already you can bring them in here to take the belt/car as an altform they can inhabit. Otherwise, we have an AI who's personality is a nice foil to your

own for each vehicle who is counted as a companion(and any companions in this form are counted as active companions.)

Ghost Tags(100, Free Mystic): You have learned that there are certain sigils and seals that repel evil beasts away. While perhaps the technological monstrosities of the Roidmudes or the bugged data entities of the Bugster are beyond this, the Ganma and other 'otherworldly' enemies can be affected. You have knowledge of how to make paper seals that dissuade Ganma and entities like demons from noticing or entering places, though it's not an unbreakable wall and those with strong wills can break through the seals. Deliver us from evil...

Beasts of Burden(200, Discount Mystic): The Gan Gun Saber, while versatile, isn't quite enough for many threats. It needs a few...additions, and these small creature-resembling constructs are a step towards making the already versatile weapon even more versatile. Each purchase of this grants you a set of these babies!

- The Condor Phone: This particular Ghost Gadget can switch between Gadget Mode, which can be used as a normal dial telephone, and Animal Mode, which can track down the locations of anyone who had called the Condor Phone from its Gadget Mode. When you desire, you may have the Condor Phone combine with the Gan Gun Saber to form Arrow Mode and use it as a spirit energy flinging bow!
- Bat Clock: This particular Ghost Gadget can switch between Gadget Mode, which can be used like a normal alarm clock that can be silenced with a smack onto its top, and Animal Mode that can unleash an ultrasonic screech as an attack. When you desire, the Bat Clock can either assume its third configuration Gun Mode, or combine with the Gan Gun Saber to form the latter's Rifle Mode.
- Kumo Lantern: This particular Ghost Gadget can switch between Gadget Mode, which can release lights to make Ganmas and other invisible entities visible to the naked eye...and Animal Mode, that doesn't do anything but look cute. When you desire, the Kumo Lantern combines with the Gan Gun Saber to form the latter's Hammer Mode.

Yes Sir!(400, Discount Mystic): This is a wrist brace that actually works quite a bit like the Ghost Driver given in "Open Your Eyes", however it's a bit...different. For one, you don't need to convince the residing Heroic Spirit to cooperate. Indeed, by forcing the Eyecon into this Mega Ulorder you can force them to transform...controlling their souls like some kind of necromancer. Their power is dampened a bit, but considering how ornery some Eyecons can be it might be tempting to use this. It also is able to mentally attack Ganma eyecons and force the weaker-willed ones to dance to your will, though only the weakest of the Ganma (Combatants) will be actually controlled. Still, might be useful for now. Crush those invaders, jumper.

Go Go Ghost-o(600, Discount Mystic): Now...this is an Eyecon. It's giant, yes, but that's because this isn't meant to be stuck in a Driver. It IS a Driver. That is to say, it is the Eyecon Driver G! This device is capable of 'storing' Eyecons and allowing someone with a strong spirit

(lesser souls will be overwhelmed with power) to utilize multiple Eyecon powers at once, through the power of the “Grateful” form. It doesn’t come with any eyecons on its own, but any eyecons you own can be absorbed into it. If that wasn’t enough, you can also perform the “Omega Formation” to summon the full-bodied Heroic Spirits of up to two Eyecons at once, allowing them to battle by your side as allies with the full might of their Eyecon’s abilities!

Probably just a Freakin’ Camera(100, Free Chaser): In fact, it is a camera! Who would have thought? This is a camera with several neat filter settings - whether you want a photo in black and white, add a nostalgic blur to it, or just make some memories the normal way...you have a camera that can take as many photos as you need. It’s a polaroid, too, so you can print out pictures immediately after taking them. How about that?

Mach Driver(200, Discount Chaser): The successor to the Drive Diver, with a slightly less confusing name! The Mach Driver utilizes Signal Bikes, similar to the Shift Cars except...well, they’re bikes! Using the Signal Mach Bike, you will be able to transform into Kamen Rider Mach, which will increase your physical abilities slightly. Unlike Drive, you don’t need a specific emotion to be at play to use a particular Bike, as well. In addition, it provides you with the Zenrin Shooter, a handheld weapon able to send Roidmudes reeling. It can be charged to Full Throttle and unleash a devastating finishing attack.

The various Signal Bikes you acquire and their effects are listed as the following:

- Signal Magarl - Allows you to use the Zenrin Shooter to shoot at an arc, and each arc boosts the speed and force of the shot. This can be done up to four times per shot.
- Signal Kiken - The user summons a sharp-toothed Demon Beast that starts out fairly tiny, but grows in mere seconds to start biting into an enemy, able to easily maul a human-sized foe.
- Signal Tomare - With a good shot from the Zenrin Shooter, this bike lets you paralyze and stop a foe in their tracks upon impact.
- Signal Kaksarn - Nothing like hitting all of your targets at once, right? This lets you shoot rapid-fire shots in all directions to hit as many targets as you need to.

Finally you get the Signal Axe. This streetlight-shaped weapon (yes, it actually has the ‘WALK’ and ‘STOP’ lights) is a powerful axe that will make short work of a Low-Class Roidmude. Upon activation, it will charge up for a finishing move (loudly and helpfully informing you to ‘HOLD IT’ when it’s charging, then turning green and saying ‘GO FOR IT’ once it’s fully charged) that will be unleashed on your next swing. The Driver and gear even comes with the normal resistance to Slowdown.

What’s the downside, you may ask? Well...improvements for this don’t really exist. There’s two Signal Bikes not included here, and it won’t take much effort to find or reproduce them, and that’s it. Unless you have a gearhead or are on yourself for the technology involved, you’ll find yourself missing a lot of the power and utility of the Drive system. Still, if you need to just get by...

Ride Crosser(400, Discount Chaser): Here's a triple whammy for you, Jumper. This is a pair of motorcycles known as the Ride Chaser and the Ride Mach, which have an aesthetic matching whatever theme suits you best or whatever gimmick happens to be your fancy at the time. In addition to looking cool, these two bikes have a special ability to combine with a third device called the Ride Crosser to form a one-man APC, complete with an arsenal of weapons like grappling hooks, powerful spikes in the front for ramming, the Handler Vulcan guns on both sides of the vehicle, and a powerful cannon on the side of one bike of your choosing. Ride in style, Jumper.

Eyes Too Wide!(600, Discount Chaser): Ah...This is REALLY not a good idea, but I guess you need that power to reach the goal you're chasing, then? Then...I won't stop you. This is the Deep eyecon and an associated Ghost Driver bound to you in a similar manner to "Open Your Eyes!" The Deep Eyecon draws upon a twisted power, however, and it will try to control and use you as much as you can use it. If you're not careful, the cold calculating logic of the Ganmaizers will overcome you if you use it too much. The power can not be questioned, however, as nothing short of the power of the godlike Infinity Soul can compare to this strength. Even then, if you really wish to risk it all...well, You can dive further in. See, by staring into the Deep Eyecon and meditating intently, you may initiate a ritual similar to that of "Humanity is Infinity"...but different. You will risk your life and soul, and the only way to exit that deep despair (that may become death if you fail) is to overcome the visions of your failures and misjudgements (amplified, even) with only your own will and determination to survive. If you do, you'll find this eyecon transformed into the "Sin Soul" eyecon that can match and grow to meet the power of Infinity Soul!

A Sweet Harley(100, Free Expert): You're not some ivory tower nerd, you can rock and roll with the best of them! Why, take this motorcycle for example. This big, sexy beast looks straight out of an album cover, with a big sidecar for your buddies to ride as well. As you'd imagine, this is a 100% Harley Hendrickson guarantee: No need for maintenance or fueling, till the day you die for good. Hooopefully that's a while from now.

DRM(200, Discount Expert): AAAAAAGH! Data this, data that, it's becoming increasingly clear that the problem with having data as your main method of construction is that it comes with a big annoying weakness. It can be copied, edited, manipulated...The most frustrating enemy of Kamen Rider Drive utilized this to copy his abilities and powers onto his own robotic body. You're not allowing that, however. This lovely jar is a special 'data gel' that is able to protect items from being copied or edited. Not only that, but they even prevent things from being picked up or detected by scanners...funny how that works. Guess it must block data in more ways than one.

Killer Mad Scientist Gear(400, Discount Expert): Oh, you're a little thief aren't you? Well, finder's keepers. It's not like the original owner was a paragon of virtue... This is another bundle(lucky you!) First, a strange round fobwatch-looking device that is able to absorb the souls/life energy

of the freshly slain into it, for whatever...sick purposes you have. Secondly, you have a version of the Ulorder that only works with Ganma eyecons. You have a set of 4 to begin with (Knife, Machine Gun, Ono, and Book.) Knife allows you to create an electromagnetic fog that disrupts electronics and hinders eyesight, Machine Gun gives a machine gun arm, Ono gives infinitely spawning explosive tomahawks you can use as weapons, and Book allows you to create duplicates of yourself (albeit limited to the power of a Ganma Superior.) I don't wanna know what plans you have for this...

Drive Pit(600, Discount Expert): If you're going to get to work, you'll need a workshop. I have just what you need! This laboratory resembling a garage is just the place to research and work on Core Driviar-based tech (including the Tridoron and Drivers Krim envisioned), with the proper tools and a number of specialist stations. It's also a great pit stop in general, and can safely store any vehicle that would fit inside a tire shop. All the materials to update and fix vehicles with similar capabilities to the Tridoron (minus the Driver part, of course, unless you already know how to make them.) You might even be able to construct some add-ons for the Tridoron-like vehicles with this set-up...

Robot Fashionista(100, Free Roidmude): As a Roidmude, you may need to take on the form of a human to blend in. However, that doesn't mean you need to forget who you are...this set of clothing is color-coded to whatever altforms you have and unique, one look at it and it's obvious to anyone that this look is 'you.'

iControl(200, Discount Roidmude): Ah, as Data entities, the Roidmudes can inhabit digital and electronic systems...which means this little device can be quite the tool. With this, you can scan and decrypt data with ease...Using this to keep track of and understand the development of your roidmude friends or similar AI's if you so desire. What a convenient machine!

Break Gunner(400, Discount Roidmude): A combination gun/knuckleduster, this device can fire bolts of powerful energy or create energy-knuckles in your blows, but that's not the extent of it's ability! See, this Break Gunner is able to accept "Viral Cores"(the devices used by Roidmudes to evolve) and depending on the animal type used, can improve your abilities or do powerful attack moves. These can be growing wings due to the Bat Core or a cobra-like energy whip from the snake core. However, it can also utilize Shift Cars in it's 'Full break' finishers...odd.

Sigma Circular(600, Discount Roidmude): This...shouldn't exist. Ah, this is something crafted in the future to ensure the success of one man's ambitions, not the Roidmude race's. Banno...Anyhow, you may be able to turn it to your means. This device doesn't do anything on it's own, but with either the power of four Super Evolved Roidmudes or a similarly high-octane source of power equivalent to that(if you can figure out how to make them compatible), you can 'awaken' the Sigma Circular into Sigma. Sigma is a construct capable of multiple things, such as creating barriers around itself capable of deflecting weaker Rider attacks, rising massive fang-like constructs from the earth as defense/offense, moving at incredible high speeds and manipulating energy as attacks in melee or beam form. HOWEVER. The greatest ability is that it

can initiate a truly Global version of the Global Freeze, freezing the entire earth for all non-Roidmudes! What a wonderful power...if it can be controlled.

Companions:

Pit Crew(100): Get your crew together, jumper, you're gonna need everyone to fight off these threats! With your initial purchase, you can choose two Companions and give them a background for free as well as 400 CP to spend on gear and perks. Each companion imported also has a separate 200 CP budget to spend on items alone in turn! If you want to skip the nonsense, you can pay 300 all at once and import 8 Companions at once!

Original Companion

Dr. Mario(200): Looks like a member of Doctors Without Borders has also found you, and upon learning your nature resolved himself to join you so he could help people not only all across the world, but across the multiverse as well! He's a friendly doctor of vaguely italian descent(though you're not 100% sure on that...), with medical training and skill(as well as bedside manner!) afforded by the perks "For their Smile"and "Nothing I Cannot Cut." In general, his personality is jovial with an infectious kindness to it that gives him properties similar to the perks "I Believe In Myself", " "A Bright Crystal", and "Heart Surgeon." Oh, he's also apparently a gamer in his offtime with skills approaching that of the perk "Genius Gamer." Just how does he do it?

Miranda Rights(200): Whoa, Ms. Officer...This hardbitten lady is an investigator who's been placed in an 'auxiliary' unit for the Special Investigation Unit, mostly as a way to put her in the corner after multiple violations of protocol trying to take down a perpetrator. She's rough around the edges but she has her heart in the right place, and on learning your nature she basically jumped on the chance to pursue her own brand of justice wherever she goes. As a cop, her training and natural talents give her the capabilities of the perks "By the Book", "Last Action Hero" and "Top Gear." As a person however...well, she's used to having to deal with a rough crowd from her upbringing, so she also essentially has the perks "Destroying...", "Caustic Co-operative" and "Cowboy Cop." Her passion is unquestionable, her discipline...less so.

Gaze into the Iris(200): An ascetic monk who has claimed to have opened his third eye, he reaches for enlightenment to become one with the people and world around him. Through you, he hopes to further climb towards true strength and true peace. His search has been quite effective so far, as while he can be a bit serious at times he is an eternal font of wisdom and inner peace, with his personality giving him the effects of the perks "Grateful Soul", "Nice Drive", "and "My Life Will Burn Bright". However, this does not make him weak. He is a defender of mankind the same as any rider, and his path to enlightenment has given him the tools necessary to battle evil, techniques that allow for powers such as "All Eyes on Me", "The Soul will Live On" and "Humanity is Infinity."

Man with a Mission(200): This grizzled biker seems a bit...intimidating at first, as his motive is to try and give the death of his younger brother via mysterious circumstances meaning. While he can be a bit gruff to strangers, talking to him and getting to know him reveals he's soft-hearted with those he considers close friends...which now includes you, and he'll have your back no matter what. Don't mistake that for weakness, however, as his will is amazingly strong, to the point of being able to work like "Hell or High Water", "Let Me Show You the Live I've Chosen" and "Dive Too Deep!" He's good at telling who's a real friend too, with intuition granted by the perk "A Healthy Flow." Besides that, however, he has interest in motorcycles with driving skill in them much like "First Gear" and Photography with the talent granted by the perk "Searching..." What a swell guy.

Mr. Roboto(200): Ah, Krim and Banno weren't the only ones researching the foundations of the Roidmude technology, but many of the people who did get involved besides them were slain by the Roidmudes or taken into custody for their protection by the authorities. This expert who worked alongside those two scientists managed to get out, but only by cribbing off of Krim's failed scheme with Roidmude-ZZZ. He saw that bad things were coming, as his intuition with these developments is much like the perk "Gone Horribly Wrong." By constructing a Roidmude-like body with the knowledge he had(which operates like the perk "The Promised Number" and "On the Scene") he was able to upload himself much like Krim and Banno were(using another set of skills that worked like "Mr. Jumper.") While the body isn't a fully fledged Roidmude body capable of performing Slowdown, it DOES start off evolved with the capabilities of an Advanced Roidmude(see: "Brake Up") Through a mix of curiosity and regret for his cowardice, this scientist is joining you to expand his knowledge and perhaps make up for his decision to run and hide...

Digital Love(200):...This is new. Ah, well, it appears that this is a special Roidmude(with all that implies) who was made alongside Proto-Drive and Heart. While she had been kept hidden away from Banno's clutches, she's out and about and is quite..fond of you. Very fond. She's an idealist and a dreamer and in many ways she's declared you her love at first sight. Woops. Unlike Heart and Proto-Drive she doesn't have an 'evolved' form and enjoys being in her Low-Class form at all times(she's a Bat in case you're curious.) Her emotional depth and spirit are similar in effect to the perks "My Friends are my Power", "Honorable Heart", and "Second Gear"...but she does have a fun-loving side with all the effects of "Let's Henshin" and will try to use that flash to impress and endear herself to you. Perhaps she was hidden away for a reason, though, as she has the abilities given by "Only a Machine" and "Hyper Slowdown." She'll do her best to win your heart, so treat her well..Otherwise, Let her down easy, please?

Canon Companions

Get M or Get Out(200): Well, it looks like you've got a two-for-one deal, Jumper. This kindhearted intern is Emu Hojo, who works in pediatrics at Seito University Hospital. He's a very soft-spoken and gentle soul, if a bit clumsy and idealistic. However, that's only one side of him. When he's at the helm of a video game or using his own Gamer Driver to become Kamen Rider Ex-Aid, he becomes the 'genius gamer' M, a split personality that comes out during a

competition. As M, he is much more determined to win, and has the cleverness and drive to pull it off. Whether Emu followed you to help save others across the multiverse or if M decided the worlds ahead are the challenge he's looking for, this yin-and-yang pair are ready to join you on your journey. As mentioned, he has his own Gamer Driver, having undergone the surgery necessary for it under mysterious circumstances. He keeps all of his own gear gained over the course of Ex-Aid, but you'll find it useless any hands except his.

Get Going or Get Dead!(200): Not that getting dead is a problem for some people. Takeru Tenkuji, for example! He's the heir to the Tenkuji temple, which has a secret history of being on the forefront of paranormal investigation and research as the previous head of the Temple was the one behind the Heroic Eyecons. Takeru himself is, however, not as knowledgeable in that respect...but he makes up for it with an empathetic and honest heart that gives him the tools needed to succeed. Oh, I should mention...Takeru is at the moment a dead man, only manifesting due to the use of his Ghost Driver and otherwise being an invisible spirit.

While he only begins with Ore Damashii, the process to make Heroic Eyecons is in his grasp so he'll catch up without a doubt. His iridescent soul will allow him to quickly take to spiritual arts and his determination to let people live to their full potential will serve him well. His life's going to shine bright, and he wants to ensure yours shines as brightly as it can too.

Get In Gear!(200): Don't be fooled by how lazy and listless this detective looks on a normal day. Once he's in top gear, there's very little he can't deduce or pull off. This is Shinnosuke Tomari, a member of the Special Investigation Unit designed to deal with Roidmudes...and whatever other bizarre occurrences the actual police squads can't be bothered with. Or he will be, if a certain chain of events isn't somehow cut off. Either way, he will eventually become Kamen Rider Drive, chosen by Krim Steinbelt(currently residing as an AI within the Drive Belt) himself to combat the Roidmudes once and for all. His equipment is tailored specifically to him and won't work for others, but he's very good at utilizing it and keeps whatever he gains throughout the events of Drive. Whether thinking he's in for a vacation or seeking to bring justice across the multiverse, you'll find few better friends than this young detective.

Get A Friend!(200): Perhaps you have someone else you want to bring with you? Perhaps Chase, the one who formerly rode as Kamen Rider Proto-Drive? Or even Kiriya Kujo, compulsive liar that he is? For 200 points a piece, you may take any canon human, Roidmude, or Ganma as a companion. Hope you get along well with your new friends!

Drawbacks:

+1000 CP maximum!

There's No Going In Reverse! (+0) - The world of Kamen Rider holds many more stories of heroes and villains than what is presented here. Perhaps you've walked in this world before,

traveling along its road without any brakes. If you so wish, your actions from previous Kamen Rider jumps may be considered canon - anything from before the events of Drive are valid here. Be aware that regardless of how much or how little you changed, events that lay the groundwork for the events of Drive, Ghost, and Ex-Aid will still occur, and world-changing disasters may still unfold depending on what was said and done...but so will the rise of their respective Kamen Riders to combat them. Old friends and foes will be waiting for you, Jumper. I hope you're ready to give them all a show.

Front Row Seats (+0) - Feeling lucky, Jumper? Instead of entering the jump when you do, you enter about six months before the events that make Shinnosuke into Kamen Rider Drive. The Global Freeze will begin the same night you appear, commencing the events of Proto-Drive and the attack of the Roidmudes. Though you can choose to avoid the danger, entering this point in time without some kind of resistance to Slowdown will make you lag behind a little bit...but if you can prepare for it, maybe you can prevent some of the early tragedies in this world? Or make them worse. Whatever you choose, good luck, Jumper.

Out of Gear (+100) - Try as you might, it's very hard for you to get motivated for much of anything when the situation calls for you to put effort into it. Or maybe you're just too stressed out when you're trying to relax. You can eventually put yourself 'back into gear' by either shaking off the stress and taking it easy, or kick your laziness to the curb and move forward, but boy will it be difficult to do either. You'll slip in and out of this from time to time, and it will always be the opposite of what you need in whatever situation you're in. Hope you don't mind constantly needing a tune up, Jumper.

The Secret of Some Lie(+100): Sometimes, the truth only hurts people or makes things worse. You've taken this to heart, and not in a good way. Even if yours or someone's life might be at risk otherwise, you will find yourself flat-out lying or speaking in half-truths and riddles concerning important topics or details. Needless to say, this will make communication with allies, companions, and enemies more than a little difficult.

MVP(+100): You're in it to win it, baby! Number One! Jumping is a game, so you should treat it like one! At least, that's how you see things now. You see everything as a challenge to be won, something you must absolutely be the 'winner' in. This has made you extremely and unnecessarily competitive, especially against people who otherwise have the same goals as you. What's more, you'll be taking any 'loss' very personally, and you won't be able to stand being second place in any perceived competition...or even lower than that, perish the thought! This will make it very difficult for you to work with others, to put it lightly.

99 Days(+200): Oh, dear. You seem to have lost something very important on the way here, Jumper. The nameless, ineffable thing that holds your existence together and sustains your life...it seems to be running out. Within exactly 99 days of your arrival, you will die. However, you have good news - there is a very specific way to fix your affliction. You must collect 15 Eyecons and bring them together to wish to restore your life. Afterwards, your jump will resume as

normal. Otherwise, consider your chain over. In case it needs to be said, the ones you purchase here aren't valid for this - you won't get a head start that easily. You will need to collect the ones existing in this world by hand. As a consolation prize and to make sure this is actually do-able, you have knowledge of both the Rite of Inspiration and the Rite of Sacrifice detailed in the Notes section.

No Thank You(+200): You impress no-one. Not only that, but anything that could be considered a competition or a game, you lose. If your accomplishment would impress anyone, it's going to be done in a very sloppy manner. This doesn't mean you'll fail everything, but doing anything effortlessly is going to be a distant dream. The general rule is that the more conscious effort you put into something, the less it'll be affected by this, but things that you take for granted like a cool stride or doing something with a sick flourish will stumble way way more often.

Bug-testing(+200): You now have a personal problem. For one thing, your body is infected and sickened with a data-based lifeform known as the Bugster. The Bugster will constantly attack your body and spread within you until it forms into a separate being, with knowledge on your stressor points and the capability to try and hit those buttons. They'll sap at your life energy to fuel their transformation, still sickening you in the process. The more stressed you are, the more life energy they'll sap from you. If they succeed at stressing you out to your breaking point, you'll fade away.

The good news is that the stress of fighting and adventure - two constants in this world - won't drive you to your breaking point on their own. However, fighting a difficult foe for a long time or being put at your wit's end will start to wear down at you, and should you ever be pushed to the point of inescapable despair or a breakdown of your body, the Bugster will take you and end your chain. And unlike the other Bugster? This has no cure except reaching the end of the jump.

All You Need Is Jumper (+300) - Oh, boy. This is normally a problem reserved for using the Drive system for the first time, but now it seems to overlap with your...everything. In short, your powers and abilities are now grouped to specific emotions together, usually ones that would fit them thematically. You must bring yourself to experience that emotion to use your power to its full capacity. Phoning it in via emotional manipulation, secondhand mind control, or any other 'cheats' will cause that ability to work at only half its normal capacity at best. I hope you're not used to combining several thematically different powers...or if you are, you don't mind flipping through your emotions like a rotary phone.

History of the Chain(+300): A lot of interesting heroes exist in the multiverse, don't you think? Great figures of myth and legend you may have met or heard of along the chain. Or even just this world, regarding Kamen Riders both old and new? Well, if you're so interested, you can meet them all again! And they all want to kill you! No, wait, that's not good news at all. Point is, there are now Ganma based off of both previous Kamen Riders (dead or alive) and any historical or 'legendary' heroes of any worlds you've been to prior. They've been harnessed by someone with a personal grudge against you...whoever they are and their motives, I cannot say,

but they hate your guts and have called forth these Ganma to deal with you. You must either survive the oncoming onslaught or fight these great heroes. And only by fighting your way through them will you be able to deal with the mystery culprit behind them. I hope you're ready to fight legends yourself, Jumper. In case it needs to be said, these particular Ganma can't be used by you, nor can they become Eyecons for you to use.

Somebody's Watching Me(+300): Well, this is a pickle. You're not entering the jump in Japan like you're supposed to. Instead, you're being sent to the incredibly scenic Ganma Dimension, filled with (you guessed it) Ganma Eyecons as far as the eye can see, to the point where they look like swarms of ravenous locusts from a distance, eclipsing the sky and the area around you. And very few of them, if any, are friendly! To make matters worse, there's also the Gundari, eldritch dragons that were more than a match for even the heroic Kamen Riders, that will seek and hunt you with great determination.

If you don't want to spend a whole Decade in this hellish dimension, you must escape. But the only way you can escape is by utilizing a ritual known only by the Ganma. Dimensional travel you already own may be an option, but you will meet considerable resistance and will need to find a 'weak point' in the dimension you're capable of traversing. All while surviving the Gundari and the endless swarms of Ganma. Happy trails!

Oh, one last thing? If you want to break out through brute force or by destroying the dimension...word of advice: Don't. Not to say you'll fail, but you may not like what comes after.

Game Over(+400): You know what would be a real pain? If you had an actual health bar, like an a video game. No matter what kind of damage it was, losing that last 1% of health meant you'd immediately die, even though all you did was spill hot coffee on your lap. That'd be annoying, huh? Well, do I have good news for you!

You now have a Rider Gauge at all times that is independent of your actual toughness, and will take fixed damage from any type of injury or damage you take, with your natural defenses still yielding to 'chip damage' if it would normally not hurt you at all. Certain 'game appropriate' restorative measures like eating food, drinking soda, or using the entirety of a first aid kit will restore your health...the bad news being that nothing else, not even regeneration or a healing factor, will return your lost HP. And remember what I said about it hitting zero? Try not to let that happen, because it will definitely kill you if it reaches that point.

Eliminate the Threat(+400): The Ganma Dimension is not unprotected, Jumper. There are 15 godlike being known as the Ganmaizers who exist to protect both the dimension and prevent overuse of the power of the Great Eye. They have sensed your arrival in this world, and have determined you are a threat to both their world and more. These beings are strong enough that if they worked together with nothing else supporting them, they could bring all of mankind to their knees and subjugate the Earth. The worst part is that they can't be defeated by mundane

or technological means - you must utilize spiritual or emotional energies focused in a powerful attack to truly damage them. I hope you have such a thing available, Jumper.

Robot Riot(+400): You're about to understand why I complained so vocally about data earlier, Jumper. The Roidmudes seem to have included your technology in their original designs, and while the Low-Class Roidmudes won't have much of anything new at first, they can eventually 'evolve' into using technology or weaponry you carried with you into this world. As time goes on, they will eventually start using scientific principles from other worlds...successfully, and with terrifying efficiency. Even if this is your first stop, the Roidmudes have started using technology from this world's past and adding it to their upgrades as they evolve. To make matters worse, they've all determined that you are a number one threat that needs to be terminated with extreme prejudice. At least your Roidmude companions, if you have any, don't despise you...though they lack the upgrades their brethren do. Figures.

One more thing? The enemy Roidmudes have gotten VERY good at imitating the appearance and personalities of people from your past.

How the World Fell Under Darkness(+600): You're either brave, a fool, or truly confident in your skills...Alright. The world is truly, truly in a crisis at this moment. Let me lay the scene.

Dan Kuroto(inspired by some stranger he met who gave him the idea) begins by revealing a new MMO instead of producing the games that would become the Gashats...His plan to use the beta of "Kamen Rider Chronicle" as the catalyst to create the ultimate game instead of using the Gashats to collect the data. It worked to a horrible success as instead of launching on the canon Zero Day it was instead released in 2013 after much hype was built for the game. People were infected with the Bugster all across Japan en masse, leading to an even worse version of Zero Day with no potential of a Gamer Rider to combat them properly. Dan Kuroto himself used the constant death as the basis for Dangerous Zombie and is now acting as the Bugster's chief executive while they spread. While a cure is possible, it'll require more than brute force to ensure that the Bugster are defeated.

Of course, if that were all it took it wouldn't be so dire. The tragedy of Zero Day was bad, but the Ministry of Health as well as the cooperation of the authorities was able to at least mitigate it. With this being the case, nobody was prepared for the Global Freeze shortly afterwards, barely more than a year. The Special Investigation Unit simply couldn't be formed as people across Japan, China and Korea were simply being infected by the Bugster as a cure was sought or dying to the sudden Roidmude attacks to respond effectively. As such, while Krim does exist he is hidden at his mansion alongside the Tridoron, uncertain of exposing himself to the corruptive and dangerous Bugster. While the Bugster and Roidmudes battled at first, an uneasy truce lies between them as they recognize that the Bugster's goal of infecting humans and replacing them to become complete beings is compatible with the Roidmude's goal to wipe out mankind to become the dominant species.

So in essence, the Bugster's hosts are spared from the attacks of the ever-present Roidmudes who are bolder now that they have no real 'natural predators.' A match made in hell.

Oh...those deaths I mentioned? Well, Dan Kuroto was not the only one benefitting from them. The Ganma Dimension had been watching Earth for a while and seeking the right time to take over. They...were not expecting the sudden rash of apocalyptic situations to break out at once. Still, Adel (who had risen to power earlier thanks to the whisperings of an anonymous but intelligent vizier's whisperings) alongside Igor have taken advantage and are capturing the souls of those murdered by the Bugster and Roidmudes, forcing them into 'Servile' Eyecons as to transform them into helpless slaves and warriors of the Ganma Dimension. Eschewing the relative subtlety of the canon Ganma, they are already mounting a full invasion with their army of Ganma and Gundaris into Earth, battling the Roidmude-Bugster alliance for domination and colonization of earth.

To sum it up: Someone had influenced both Adel and Dan Kuroto into succeeding, and now the earth is in a war between artificial life forms turned rogue and demonic spiritual invaders. And of course...you have to resolve this.

More specifically, to succeed you must cure the Bugster virus, destroy all 108 Roidmudes, and defeat Adel alongside his Ganmaizer servants...or gather the 15 Eyecons while under heavy enemy scrutiny(as the Ganma will be aware and searching for them) to attempt to wish things back to normal. However, this won't work if Adel is able to create the Great Eyezer, and enslave the power of the Great Eye to his will. You may be on a time limit for that, then. How could careless whispers cause such tragedy? Who could have done this...?

Oh, and one more thing, as a sort of consolation prize. If you take "Type-Rider", you can have Krim and the canon Tridoron as the ones granted by that item purchase. It's not much, but at least you can take pride in that.

=FINALE=

Risetto to Start!: It's the end of the road for you. This is the only option you can pick if you had a final death during the course of the jump or failed a drawback

Decision! The Jumper's New Home!: Ah, I see! Then I suppose you really have grown attached to this world...or you attempted to absorb the energy of the Great Eye. Either way, enjoy your new home. Have +1000 CP, and enjoy your new life....whatever you make of it.

Where Will You Go Next, Traveller?: Towards the next destination? I guess so! You take everything you've found here and move on to the next jump. Happy trails.

Notes:

- No "I win" wishes from the Great Eye. Absorbing the majority of the power of the Great Eye is an automatic acceptance of the "Decision: The Jumper's New Home!" choice.
- CP Purchased Eyecons are not tied to the Great Eye's power like in canon, and will not lose their power when taken away. This bears repeating. This is also why they cannot be used to grant wishes.
- Many of the Jumper Eyecons do not have a canon basis. So. uh. In the interest of releasing this jump within the year, fanwank their abilities, but they won't be any more or less strong than the abilities demonstrated by canon eyecons.
- The basic "Density Shift"/"Slowdown" abilities granted by taking the Roidmude origin are forfeited if you choose "Where will you Go Next, Traveller?", though Hyper Slowdown will allow you to retain both the 'normal' and 'Hyper' Slowdown in future jumps.
- Any perks/gear that rely on having a Roidmude biology such as BRAKE UP or Ultimate Evolution can be summoned as armor or integrated into you via cybernetics, at your discretion. Alternatively if you have mechanical altforms, the perks can be applied to those.
- RE - 99 Days: If you're curious how to acquire the Eyecons, do know that they technically do not exist at the time of the jump's beginning. Instead, they exist in an ethereal state that can only be drawn out by a ritual. The Rite of Inspiration is the method Takeru uses, where you must find someone with an honest passion for the Heroic Spirit that you wish to make an Eyecon of, then perform a sigil over an item significant to the Heroic Spirit in question. However, the distinction is that the person must be in a state where they follow their own path INSPIRED by the Heroic Spirit. The distinction will be made clear in a moment. For example, Edison Eyecon was created by the passion of a mad scientist who emulated Edison as well as with a vintage light bulb owned by Edison. The Rite of Sacrifice is easier but is the method of the Ganma, and sure to bring down the wrath of the Kamen Riders if performed as well as alert the Ganma to your actions. You must find someone who is passionate about the Heroic Spirit, but instead of using an item you can convince and corrupt someone by raising their passion until they wish to BECOME/replicate the Heroic Spirit, at which point you may sacrifice their individual life to create an Eyecon. The divide is between "Being inspired to make your own path" with the Rite of Inspiration vs. "Trying to follow directly in their footsteps, ignoring my own individual talents" of the Rite of Sacrifice. It fits with Ghost's theme anyhow.
- The Ganmaizers...Well, they're a defense force made of 'controlled' parts of the Great Eye, with a measure of its near-infinite power embodied into about 15 powerful superweapons. They're also near-unkillable, as the Drawback. While they won't be active right away, if you attempt to directly destroy the Ganma World you will incite their wrath easily.

Collectibles

Shift Cars

Shift Max Flare: Allows the Max Flare Tire, granting fire-enhanced abilities to a Vehicle Rider. By itself, it can attack by igniting the tracks it spawn with intense fire, which can also boost the attacks of the other Shift Cars.

Shift Funky Spike: Allows the Funky Spike Tire, enabling a Vehicle-based Rider to either shoot spikes or impale enemies on the Shift Tire. By itself, it can attack by slamming itself into enemies while extending its spikes.

Shift Midnight Shadow: Allows the Midnight Shadow Tire, granting enhanced stealth capabilities that enable Vehicle riders to duplicate themselves as well as the ability to throw energy shuriken. By itself, it can attack by shooting energy shuriken and creating copies of itself.

Shift Justice Hunter: Allows the Justice Hunter Tire, equipping vehicle-based Riders with the Justice Cage to either protect themselves or trap enemies. By itself, it can generate low barriers resembling Justice Cages to trip over its prey. As befitting a policeman, it has a very orderly personality and often clashes with Massive Monster, though it secretly cares very much for it.

Shift Dream Vegas: Allows the Dream Vegas Tire, equipping a vehicle-based Rider with the Drum Shields to either protect himself or merge with the Shift Tire for the finisher. By itself, it can attack by shooting playing cards. It is best friends and partners with Dimension Cab.

Shift Dimension Cab : Allow the Dimension Cab Tire, enabling vehicle-based Riders to generate a portal from it that separates a portion of their body to use to either teleport themselves or attach themselves to objects, possibly even going through them. By itself, it can attack by utilizing its portal-generation powers to maximum effect. Partners and best friends with Dream Vegas.

Shift Massive Monster: Allows the Massive Monster Tire, equipping vehicle-based riders with the Monster and enabling vehicle-based Riders to grab enemies using the Shift Tire's extendable tongue. By itself, it can attack by biting enemies. Befitting its monster truck motif, it has an unruly attitude and often antagonizes Justice Hunter, but cares for it very much in the end.

Shift Rumble Dump: Allows the Rumble Dump Tire, equipping vehicle-based Riders with the Rumble Smasher.

Shift Mad Doctor: Allows the Mad Doctor Tire, equipping vehicle-based Riders with the Cure Quicker to heal either themselves or other civilians.

Shift Hooking Wrecker: Allows the Hooking Wrecker Tire, equipping vehicle-based Riders with the Capture Hook to grab objects from afar. By itself, it can move things around by using its little hook.

Shift Burning Solar: Allows the Burning Solar Tire. By itself, it can attack by reflecting light to blind targets, but to do so it needs to be recharged by resting under the sun.

Shift Colorful Commercial: Allows the Colorful Commercial Tire. By itself, it can use holographic projections to mislead enemies and project videos with sound. With the combined teamwork with Spin Mixer, it can use its holographic projections in a methods similar to 3D printing to create a very convincing fake plate picture.

Shift Spin Mixer: Allows the Spin Mixer Tire, enabling vehicle-based riders to shoot projectiles of quick-drying cement to restrain enemies. By itself, it can produce cement, and can mold the cement in anyway it can, as seen when Mixer teamed up with Colorful Commercial to make a very convincing fake plate picture out of cement.

Shift Fire Braver: Allows the Fire Braver Tire, equipping vehicle-based riders with the Ladder Expander to use as a third arm. By itself, it sprays fire-dousing foam that can be used to extinguish all flames.

Shift Rolling Gravity: Allows the Rolling Gravity Tire, equipping vehicle-based riders with the 10-ton Weight to produce a gravitational well. By itself, it can create a small gravitational field that holds an enemy in place.

Shift Deco Traveller: Allows the Deco Traveller Tire. By itself, it can either use chains to wrap around something or use the many lights installed in the Shift Car to illuminate dark places as well as play enka music.

Shift Road Winter: Allows the Road Winter Tire, equipping vehicle-based riders with the Frostreamer to emit a freezing wind. By itself, it can generate snow and ice to put out small fires.

Shift Amazing Circus: Allows the Amazing Circus Tire. By itself, it can spew out various props from its "mouth" that forms into anything it wants it to, like a stage complete with pyrotechnics and fireworks.

TYPE Shift Cars

Type-Speed: Allows vehicle-based riders to transform into Type Speed, granting them acceleration capabilities that enable them to move and attack at high velocities.

Type-Wild: Allows vehicle-based riders to transform into Type Wild, granting them enhanced strength and defensive capabilities. It can also transform J-doron into its own Type Wild mode. Users must be pumped up and motivated to fight in order to use Type Wild.

Type-Technic: Allows vehicle-based riders to transform into Type Technic, granting them analyzing capabilities that enable them to either react with lightning speed to changes in the battlefield or control machines as well as multitask by using a pair of extra eyes in the back of his head. It can also transform J-doron into its own Type Technic mode. Users must have a cool, calm, and clear mind in order to use Type Technic.

Type-Formula: Allows vehicle-based Riders to transform into Type Formula, enabling them to move faster than Type Speed and manipulate wind with their movements. However, it creates massive G-forces on the user and may lead to their deaths if not properly 'evened out.' The user of Type-Formula must have faith in their allies in order to utilize this Type.

Eyecons

1. Musashi
2. Edison
3. Robin Hood
4. Newton
5. Billy the Kid

6. Beethoven
7. Nobunaga
8. Tutankhamen
9. Benkei
10. Goemon
11. Ryoma
12. Himiko
13. Houdini
14. Grimm Brothers
15. Sanzo
16. King Kamehameha
17. Shakespeare
18. Napoleon
19. Darwin
20. Columbus
21. Nightingale
22. Geronimo
23. August Rodin
24. Sarutobi Sasuke
25. Gogh
26. Wright Brothers
27. Raphael Santi
28. Julius Caesar
29. Fabre (Jean-Henri Fabre)
30. Saigō Takamori
31. Sen no Rikyū
32. Ninomiya Sontoku
33. Sanada Yukimura
34. Wyatt Earp
35. Jeanne d'Arc
36. Prince Shotoku
37. Date Masamune
38. Abe no Seimei
39. Izumo no Okuni
40. Hattori Hanzo
41. Ranmaru Mori
42. Aristotle
43. Yang Guifei
44. Ono no Komachi
45. Cleopatra
46. Raiden
47. King Alexander the Great
48. Guan Yu

49. Yoshitsune
50. Kenshin Uesugi
51. Shingen Takeda
52. Genghis Khan
53. Murasaki Shikibu
54. Kaishu Katsu
55. Tokugawa Ieyasu
56. Fukuzawa Yukichi
57. John Manjiro
58. Ogai Mori
59. Gennai Hiraga
60. Mitsukuni Tokugawa
61. Toyotomi Hideyoshi
62. Sasaki Kojiro
63. Queen Elizabeth
64. Monzaemon Chikamatsu
65. Socrates
66. Washington
67. Amakusa Shiro
68. Pocahontas
69. Archimedes
70. Captain Cook (James Cook)
71. Seton
72. James Watt
73. Tchaikovsky
74. Marco Polo
75. Michelangelo
76. Natsume Soseki
77. Gaudi
78. Maeda Keiji
79. Bat Masterson
80. Cao Cao
81. Vasco da Gama
82. Basho Matsuo
83. Nobel
84. Akiko Yosano
85. Ichiyō Higuchi
86. Nicéphore Niépce
87. Descartes
88. Fujiwara no Kamatari
89. Hans Christian Andersen
90. Nietzsche

Gashats

Quest Gamer

Beat Gamer

Action Gamer

Robot Gamer

Shooting Gamer

Sports Gamer

Combat Gamer

Samurai Gamer

Hunting Gamer

MMO Gamer

Power Keywords: Resources, Roles, Multiple Players, Growth

Adventure Gamer

Power Keywords: Exploration, Traps, Puzzles, Item combinations

Duel Gamer

Power Keywords: David & Goliath, Skill, Single target, Boss Game

Monster Gamer

Power Keywords: Taming Monsters, Capturing, Training

Stealth Gamer

Power Keywords: Non-lethal, Surprise, Sneaking

Doctor Gamer

Power Keywords: Precision, Healing, Scalpels

Craft Gamer

Power Keywords: Creation, Survival, Expansion

Story Gamer

Power Keywords: Romance, Mystery, Dialogue, Plot

Defense Gamer

Power Keywords: Towers, Creeps(the mooks), Upgrades, Stationary

Roaming Gamer

Power Keywords: Vehicles, Sandbox games, collectibles everywhere, minigames

Space Gamer

Power Keywords: Flight, Stars, Mining, Lasers

Horror Gamer

Power Keywords: Terror, Ghosts, Jumpscares, Helpless

Tycoon Gamer

Power Keywords: Money, construction, growth