

**Kamen Rider Neo-Heisei Part 2.5: Gaim**  
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**Finished with permission by eagerDigger and HeavensAnon**  
**Version 1.0**

Welcome to Zawame City, Jumper! This is an island city resting just off of the shore from Japan, though not very far off. This used to be an ordinary suburb until the Yggdrasil Corporation bought it and used it for development, changing it into a sprawling metropolis with jobs and business aplenty...albeit under the thumb of said Corporation. Among the everyday youth are the Beat Riders, dance gangs who regularly compete for stage dominance in a way of escaping the almost totalitarian grip Yggdrasil has on their everyday lives, or just to get away from day to day life pressures in general. Recently, a new popular pastime called the Inness Game is gaining popularity, involving summoning strange, tiny monsters using Lockseeds...and they seem a little more dangerous than your average hobby trend...

The year is 2013, and you arrive just a day before the leader of Team Gaim goes missing. You appear anywhere in Zawame City you wish, except for Yggdrasil Corporation's headquarters itself...unless, of course, you're part of them yourself. Your age and gender may be chosen freely. That said, you may raise some questions if you're a Beat Rider at age 50 or a Yggdrasil Agent while still in high school.

Drop-In [Free] - Almost literally. You enter the jump without any new memories or connections, quite literally falling out of a Crack in an alleyway out of sight. It closes behind you, but you feel...changed by the experience. You vaguely remember trees and branches rushing past you as you fell, perhaps with a stronger connection to the forest you saw during your appearance...

Beat Rider [Free] - What's up, Jumper?! You're a Beat Rider, part of the dance gangs that dominate the streets of Zawame, and are a hot enough trend that rankings and money are on the line. While recent disputes over who dominates the stage seem to involve the Inness Game, the streets are still alive with the spirit of dance! Still, youth only lasts so long, and it feels like you just need a chance to really transform into someone great before your life really starts...maybe that chance isn't far off?

Yggdrasil Agent [Free] - Making this city run isn't easy. It takes dedication, skill, and a professional attitude. Some of the youths may see you as stuffy and overly formal, but that's because they don't understand what it takes to secure their carefree lifestyles. If they knew the true nature of this world, and why Yggdrasil does what it does they wouldn't be so easygoing. For now, however, it seems that the cold-hearted adult world may implode on itself due to lack of foresight...Prevent it, avoid it, or take advantage of it, it's bound to happen within the ranks of Yggdrasil. I pray you're savvy enough to do more than just allow it to happen.

Civilian [Free] - You pride yourself on making it through uncertain times but...The world seems to have gone utterly mad lately. Juvenile delinquents in open street fights out for the public audience? Young people who only barely understand the nuances of life being granted world-shaping power? The suits in Yggdrasil acting as if they were Men In Black and trying to play God, deciding with Cold Calculations who lives and dies? It doesn't make sense to you, but you'll be damned if you'll simply sit by and let children be the only ones to fight for peace. After all, it takes a lot to make it through the world today, and even through those trying times you've carved a life out for yourself. It'll take more than an alien invasion to phase you.

## **PERKS**

Jailbreaking (100, Free Drop-In): If there's anything you have a knack for, it's getting your hands on things you shouldn't. Unfortunately, everything from smartphones to the Sengoku Drivers seem to be extremely picky about who gets to use them, and technology in general can be a pain to learn on a tight spot. Lucky you, you're also good at breaking the rules. You have an understanding how to 'jailbreak' simple technological devices, especially things made for mass production. Smartphone? Who needs coverage these days? Lockseeds? You can now summon materialized Inness without a Driver, a trick the cast will learn not long after your arrival. A Sengoku Driver? That user lock isn't much of a problem anymore. Unique or extremely complicated items? Unfortunately, not so much, at least not with this. Still, you'll know how to jailbreak any simple device with a design flaw that you could potentially exploit, often just by holding onto it. No lock can hold you back.

Soccer Star (100, Free Drop-In): You know what you need, Jumper? A hobby. And what better way to take a break than constant fight to the death with monsters and fruit samurai than the old pastime of Soccer? You're now someone with the skills of a professional soccer player, and have several years worth of experience at the sport. Why not take a break from adventuring and play ball with some of the locals?

Survival of the Fittest (200, Discount Drop-In): Humans are such fascinating creatures, aren't they? They have so much untapped potential, yet almost never actually come to realize it. Maybe they just need a little bit of a push? You've picked up a particular knack for this - when examining someone at length, you will eventually develop an intimate understanding of their personality and character flaws, and what is causing them. More than that, you now understand the exact circumstances necessary to force them to move past that - the right amount of stress or encouragement needed, though this ability has a bias towards things that could endanger the mind or life of the subject. After all, evolution all comes down to 'adapt or die', right?

DJ Jumper (200, Discount Drop-In): What's up, Jumper?! This is your mysterious benefactor coming to you LIVE from a multiverse near you! You now have the ability to hold a very entertaining and hammy 'stage' persona that all the hip young kids can dig listening to. Or adjust it to your target audience, whatever works. The best part is that the more you stay 'in character' to this stage persona, the more people tend to gloss over your role in things and more easily

forget you may be more than you seem. This won't help if you start actively participating when things get nuts, or getting involved in fighting, but it's all about showbiz, isn't it?

**This Is Your Stage Now!** (400, Discount Drop-In): It's only fitting that beings of great power or great ambition tend to play favorites. You may or may not be very different yourself, but you have a talent for pointing out to a single individual and saying 'you must survive'. Upon designating someone who isn't yourself or one of your current companions, fate will force that individual into dangerous and important circumstances...yet also give them both the drive and just the right amount of luck that success isn't a complete impossibility. Be warned - a little bit of luck and drive won't suddenly make an ordinary human into a slayer of gods or a prodigy by the world's standards. It's up to you to put them to that level. Giving them a helping hand or some gear of their own would help, too.

**Invesstation** (400, Discount Drop-In): You seem to have won the genetic lottery, Jumper. You are one of the few individuals who consumed a Helheim fruit and kept your sense of self. This enables you to transform into a stronger Inves form, a monstrous version that is slightly stronger than your base physical form. You can safely derive nourishment from the fruits of Helheim as well as Lockseeds, which will slightly increase your power upon doing so, though it will have diminishing returns if you try to eat too many at once. And if you so choose, you can infect others by applying this quality to your physical attacks, infecting other biological beings with the vines of the Helheim forest, which will slowly kill the being in question before their bodies change into plants and an extension of Helheim itself. Beings with considerable resilience or regenerative abilities can resist or even eject the vines, mind...or consume a fruit to speed up the process, maybe even becoming like you in the process if they're strong enough.

**Investment** (600, Discount Drop-In): Helheim has accepted you as a ruler. This comes with many benefits. As an equal of the Lords of the Forest, you are able to command the Base Form Inves with no need for a Lockseed, and eventually control Advanced Inves as well. In addition, you can create portals to and from the Forest and your current world via Cracks. While this does make accessing the Forest a simple matter, travelling through the forest takes the same time as if you had done similar on its counterpart world. As a bonus, if you took 'Invesstation', you are physically the equal of an Overlord, a customized monstrous form with great might and power (a form which you can revert to human if necessary). You can eventually acquire this form by consuming the fruit of Helheim if you lack the perk, as this will greatly increase if not ensure your survival, but it will take more time to grow and develop to this level of power if you lack it.

**Will of the Forest** (600, Discount Drop-In): The fruits of Helheim are bountiful indeed, and you're ready to share them with the world. Just by grasping the fruit in your hand and picturing the changes, you can create and shape marvels such as Lockseeds through touch alone, even designating what kind of Lockseeds they'll become. Even better? You can do this with other fruits and plants as well, charging them with energy that allow you to attach them to devices like a Sengoku Driver or be consumed for a 'safe' boost in power or a new ability. In addition, by

consuming such Lockseeds yourself, your form gains an ability that mimics their function. The Strawberry Lockseed for instance might let you shoot exploding darts from your mouth. Any individual Lockseeds abilities are diminished when consumed, but you may "overclock" the gained ability to make it equivalent to the original Lockseed in exchange for loss of the ability afterwards. Truly the variety of weaponry you can wield is boundless, for you are no longer limited to one seed at a time. Though there may be another able to wield the powers of many seeds at once...

Finally, you may accelerate and control the growth of nearby plants, letting you use them to assault or restrain your foes with minimal concentration on your part. The Forest heeds your will, and may the fruits of your labor be bountiful.

Bust A Move (100, Free Beat Rider): You can't be a Beat Rider without being able to bust a move! You've now got some killer dance moves and the dexterity necessary to match it. You're good enough that you can entertain a whole crowd by yourself, or coordinate a functioning dance team in a remarkably short time.

Dancing To Your Own Beat (100, Free Beat Rider): Kids say the darndest things, you know? 'I will always fight to protect my friends!' 'The strong live, the weak die.' 'I am going to actually murder you'. It's all fun and games, right? You have the ability to let overdramatic or nonsensical things you say either be ignored or taken at face value, even if what you were saying had the merit of a first-year philosophy student. This won't work if you're actively threatening someone or insulting their personal values, but hey, talk shit get hit, right?

Serious Business(200, Discount Beat Rider): Other people may call these matters childish, but you know that Beat Riding is something to go for with all your heart! Even if it isn't beat riding, there's SOMETHING that is core to your identity, like Children's Card Games, that may not be taken with all the seriousness it merits(at least in your eyes.) Luckily, you have a talent for stirring this fire in others! You can take a relatively minor activity(recreational, ideally) and convince others that the activity has much, much more weight in their lives...shaping their identity or their the local culture in a sense. Dammit, it means something to YOU!

Through the Grapevine(200, Discount Beat Rider): The most important part of these activities, is that you do them with friends! But hey, everyone has their own lives even if in their heart they're a Beat Rider. So, what are you to do? Hey, don't worry about it! Though it's not a perfect method, you can keep yourself updated on the activities and health of people who share your hobbies or are friends of your friends with the highest accuracy you can. Granted, some information might move slowly if they fall off the radar, but it'll get to you in time.

Don't Say No (400, Discount Beat Rider) You have an unusual amount of luck with acquiring experimental improvements to your gear. New and useful experimental gear will practically fall into your lap with the slightest effort. In addition you have uncanny luck with acquiring new improvements to any technology you gain through this perk, ensuring you're kept up to date with

the latest improvements. Be careful, as the items don't necessarily come with no strings attached, and there's always a risk to testing cutting edge technology.

Just Live More (400, discount Beat Rider) As a public entertainer or hero of the city it wouldn't do for some trauma or horrible revelation to leave you unable to muster the will to act. You gain heavily increased abilities to deal with negative mental influences that happen to you, such as witnessing a horrific atrocity or dealing with a titanic amount of stress. You will quickly bounce back from such terrors, and things like PTSD or fear of a warrior who nearly killed you will fade in a matter of days or even hours. While this perk helps you recover from trauma faster, it doesn't weaken the initial impact of the trauma itself. Believe me - you will need this in the days to come.

Never Surrender (600, Discount Beat Rider): There are many forces in this world that would seduce you with the promises of power, or draw you in at a moment of weakness to turn you into a mindless monster. But they underestimate your strength - they do not command you, *you* command *them*. When exposed to corruptive or addictive forces, you will find them somewhat easier to resist, proportional to however much willpower you have. In addition, the longer you are exposed to said energies, the more you retain their benefits while the 'corruptive' effects weaken a little more each time, as your mind, body and soul gradually develop an immunity to it. If you can survive the rush the first few times (which may be quite a bit depending on its strength), you can live to reap the benefits while holding onto yourself. You are your own ruler, and nothing else may dictate otherwise.

Ranbu Escalation(600, Discount Beat Rider): Things have become serious, and one principle is clear: Those who won't fight, won't survive. But it'll take more than fighting to weather the furious battles, you'll have to grow and advance to meet these oncoming threats! So now, be it a simple determination to see victory or the ever twisting labyrinth of fate...this is something that's natural to you. Events will conspire(though their strength is not absolute) to put you in a position to grow in response to dangerous and lethal situations from now on...if new enemies arrive, you may find masters or new artifacts to counter and defeat them as well as finding the secrets to surviving otherwise-doomed scenarios. The growth is in proportion to the danger presented, as those who would face beings that could be mistaken for Gods might be granted chances to claim a god-slaying power. However, do not expect it to be handed to you with the ease of an orange. They will be fleeting and momentary opportunities, and the path to seize them will be unclear or vague...or test you. It will be sink or swim, as they will not arrive in situations that you could otherwise defeat. No, if you miss that chance it is certain that it would consume you otherwise. Of course, if you are not under pressure or a threat, if your enemies will fall before you even with just some effort expended...You won't be able to find the opportunities afforded by this ability.

All Business (100, Free Yggdrasil): Of course, being the professional that you are, you have to look the part. You know how to appear stoic and cool, or at least confident in your dealings. In

short, you have a pretty good poker face when it comes to looking like you know what you're doing. I hope it's actually true.

Target Demographic(100, free Yggdrasil): It's important to know not only what you're selling...but who's buying. It's a fool's game to offer things like great power (in the name of battle data) to people who have the capability of selling you out or to try and offer positions in the company to listless rebellious children. Of course, you're no fool. You have an instinctive idea of who'd be willing to buy what you're selling, both literally(understanding what demographics of people would respond appropriately to what you're giving them) and metaphorically(understanding what kind of rhetoric someone likes hearing to listen to something.)

Hot Spot(200, discount Yggdrasil): Ah, the life of a funky dealer like yourself has its problems. Too much legwork if you're just wandering trying to find places to put your merchandise on sale. Not to mention having to move around to avoid the authorities who aren't too keen on some shady individual the kids are calling a 'dealer.' Why not be a bit lazy? It might take a little bit of work but you can set up a small area(something the size of a gambler's den or maybe a restaurant) as the "Spot"...somewhere people instinctively know and tend to spread around by word of mouth. The "Spot" is somewhere where people will gather if they want to find your product, or otherwise just make deals or ask you for things. Among people who you're trying to get in contact with(people such as those marked by "Target Demographic") they'll find it easily, and those who'd want to try and shut it down will be stumped clueless. Just how do you do it?

Yggdrasil's Finest (200, discount Yggdrasil) Here at Yggdrasil, you have the finest resources available. It is quick and easy to convince someone to work for you, especially professionals that you greatly require the resources of. Admittedly this doesn't cover their loyalty, merely making it easier to get them to take a job nominally with you. So that genius scientist will comply with what you want him doing publicly, but might have some plans of his own on the side. I'm sure you can find something to help with that, but be ready to do some actual bonding or job security measures just in case...

Black Box Budget (400, Discount Yggdrasil): Every now and then, it becomes necessary to do transactions of a less...legal sort. Like moving billions of dollars or several armies worth of assets in places you don't want them to be seen, all to prepare for whatever grand venture you have in mind. It's good that the right mix of subtlety and luck is on your side, now. Any monetary or logistical movements that you intentionally make secret tend to stay secret - documents get conveniently torn or lost, camera footage damaged, testimonies against you being mocked and ignored. So long as nobody in on it blows the whistle, expect outside scrutiny to your dealings and workings to find nothing but air...this lasts until you somehow reveal your works to the world, but by then, it's likely far too late.

Everyone has a Price (400, Discount Yggdrasil): What it says on the tin: If you're willing to pay through the nose, there's nothing out of your reach. I should probably be a bit more clear,

though...See, even big companies like Yggdrasil aren't God. It's not like NORMALLY even a big corporation could somehow acquire the means to build a giant microwave deathtower without raising red flags left and right. Not to mention the sheer improbability of covering up something as obvious as giant cracks in space-time rampant around the city. But, ah, Money is the greatest social lubricant isn't it? You've learned that, indeed, everyone has a price where they'd be willing to break the rules or ignore the law just for you. You know what kind of cash it takes to make someone bend the rules or their own morals for you. And in turn, the people you intend to pay off know that you're good for it and that as long as they do what you ask you'll give 'em what they want...maybe even becoming a bit more open to bribery if they weren't already.

With enough disposable cash, even covering up an invasion on the scale of Helheim's from the press and world at large isn't too difficult for you. Oh, if that wasn't enough, it's much easier for you to find the kind of people who already break the rules for money and get their services. All in the name of the world, of course.

Stab Proof Spine (600, discount Yggdrasil) It's inevitable that sometimes your goals and those of your supposed colleagues might not align. While averting catastrophe is noble, this does not give you the skill to avert it necessarily. Instead, you have...failsafes. After all, you didn't get this far by being so naive as to think everyone had the same reasons and intentions to rally behind you. These failsafes and countermeasures are such that when those colleagues attempt to betray you, they will do no lasting damage to you or your cause (besides the loss of their expertise). Wounds inflicted turn out to have been scratches, sabotaged resources are easily fixed, and people who they attempt to sway away from your cause are much more stubborn. This goes away after the initial open betrayal, but they do say that the first cut is the deepest...making it that much more shallow is only a good thing.

Warring State (600, discount Yggdrasil): The true purpose of Yggdrasil is to be a research institute into the threat of Helheim and the creatures within. While the true nature of the forest is still a mystery to Yggdrasil at large thanks to both its dangerous nature and the ulterior motives of those within, you're one of the pioneers of science behind Lockseeds and their utilization, able to make the Sengoku Drivers yourself. With a bit of time, you can eventually make Genesis Drivers and their Energy Lockseeds, and maybe even find a way to make Lockseeds with other kinds of supernatural fruit instead of just Helheim...what? You want to make Lockseeds from NORMAL fruit? You'd have to be some kind of inhuman freak to pull that off.

Out of Genre Experience (100, Free Civilian): You're, uh...kind of an oddball, aren't you? It seems despite things later getting bloody and serious, you never seem to lose all the zest and zaniness of being a cartoon character. Text boxes, weird camera stutters, and being able to ham it up with the best of them is a talent you never lose, no matter how grim and dark the world is. You're good at cheering others up or lightening up the mood through slapstick comedy, to boot. What? No, this doesn't do anything else! What were you going to do, smack someone with a text box?! This is for comedy!

Pâtissier (100, Free Civilian): All of this talk of dancing and alien forests and money, bah! You know what a REAL Jumper does in their spare time? Baking some pastries! You heard me, THAT'S what a real 'badass' does! Nothing is more manly (or womanly) than making some excellent cakes, and that's what you can do! You are now skilled enough in culinary arts related to baking that Oren would happily compliment you...or hire you for a job. You're even a bit better at picking up other cooking-related talents if you take the time to actually learn them. Well? Get to it!

A Real Fighter (200, Discount Civilian): These Beat Riders and their so-called 'street fights' may as well be scuffles on a playground compared to what you've been through. You've served in a real military in a real unit, damn it, and you have the scars to prove it! You now have an entire decade's worth of professional army training and experience behind you - using firearms, fighting in melee, and even a good amount of command and tactical skill. This naturally includes survival training, which includes the all-important rule 'never eat unidentified fruits in the field'. Now if only SOME PEOPLE learned this damn rule...

Make Something of Yourself(200, Discount Civilian): Honestly, GET A JOB, you damn kids! The real world isn't about dancing, the Inves game, or running off into the woods somewhere! You need to get real work and real experience, damn it! It's a good thing you know just how to do this, right? You know exactly the right kind of job to put a particular person to, and where their skills would receive the most use. You could use this to assign someone to a role they'd excel at in a team...or, you know, be a responsible adult and get them a job they will definitely hold down. Just saying.

You're Not a Child(400, discount Civilian): Ah, some people just haven't quite outgrown fairy tales and stories, huh? Why else would they so easily fall into cliches and melodramatic behavior? Mature and developed people don't actually SAY things like "Only the strong survive" without a hint of self-awareness. In fact, self-awareness seems to be rather lacking these days. Well, you've got enough to spread around. You can snap some sense into people, making them aware of how they're acting and either how 'cliche' or one-note it is. Simply put, you can get people to act without seeming like a pile of tropes and more like well-rounded individuals. If you even want, it's easier to help guide them from being simplistic or one-note into more fully developed people, making them both better and more mature.

Put Those Toys Away(400, discount Civilian): "New power" this, upgrade that...figures children would keep exhausting their shiny new abilities before throwing them away for something else. They simply aren't skilled or patient enough to discover or invent new uses for the powers they have. How spoiled. You're used to making do without the newest things, as every adult should be, and you've extended this even to matters such as being a Rider. That is to say, you are able to use your expertise to make older or 'outdated' equipment shine as if it were a brand new prototype! Your skill turns even rusty blades into fearsome edges and if it came down to it,



getting only a mass produced Kurokage driver wouldn't keep you from showing these brats that it isn't steel you should fear, but the hand that wields it.

Get Some Perspective!(600, discount Civilian): It's amazing how self-absorbed some people can be, making assertions on something as complex and nuanced as human nature or society...or thinking that a philosophy/belief has any precedence over true reality. Some people even have the gall to even try and claim reality is one thing or another! Usually this just would be an annoying personality feature, but in this world and many others it could have earth-shaking effects and actual consequences. Consequences that the fools making the decisions can't seem to understand. Thankfully, you are able to talk sense into people and destroy narrow-minded, hidebound and selfish ideals with your words and deeds. Even singleminded zealots will find it difficult to withstand your tongue lashes as you point out how simplistic and broad-strokes their beliefs are. Inhuman monsters who are steeped in a juvenile nihilism or black/white morality will hear your words and re-think what they consider 'the cold facts of reality.' As if reality was so easy to define!

Just Make Do(600, discount Civilian): It's sad to say, but many people think things like an impending apocalypse or a military lockdown is an excuse to stop working. But you're not like them, no sir! If you can't be bothered to fix it yourself, nothing in the world should stop you from living the life you've chosen. You're able to keep a stiff upper lip and deal with hardship and adversity fairly easily, your emotions as unmoving as stone against crises or disasters. Even moreso, if you run a business or organization of any kind, you will find that business will manage to pick up even when you're having to deliver pizzas under threat of firing squads, and you will always have enough of an inventory to keep things going. It's still possible to empty your resources through excessive pressure, but it will take MUCH longer for you to reach that point...unlike your lazy competitors!

## Items:

You know the drill by now: you won't get far in this world without some ~~merchandise toys~~ gear of your own. And in case you found yourself a little short on points, **you get 300 points to spend on items only, on the house.**

Sengoku Driver (Free for All/100): A fairly useful and versatile piece of technology, this belt has a few different functions. Firstly, it may be used with Lockseeds to summon weapons and armor thematically linked to the seed used. Secondly, it can convert the fruit of Helheim into new Lockseeds when you pick it (though most will be low quality - it's down to luck of the draw), as well as fully materializing any Inness you summon with your seeds. Finally it can be used to provide nourishment by draining the energy of low level Lockseeds. Be careful, as this Driver marks you as someone of importance to the coming contest for the Forbidden Fruit. As a bonus, you get the secondary attachment that lets you attach two Lockseeds at once for free, on the

house. This 'mix' when using two Lockseeds together can unlock surprising and unique abilities for the combo, though you have to experiment with them a little to find out what works with what.

So you may be aware of the advanced but rare Genesis Sengoku Drivers that have a greater potency than Sengoku Drivers but lose out on a unique Arms weapon, instead each Driver providing the Sonic Arrow...if you so wish, you may pay 100 to begin with this version. However it does require a matching Energy Lockseed, so be wary of that. Yggdrasil Agents may take this option for free if they wish. Call it a company benefit.

As a bonus, you may combine the Sengoku Driver with a previous Driver (purchased here or acquired from previous jumps - any transformation gadget is valid) for 100 points, or just add a Lockseed slot and 'slicer' to an already existing one. You can combine any two Drivers here for 100 each, if so desired, as well.

Fruits Basket!(100+, first purchase Free): The bounty of Helheim is yours to claim, if you're brave enough. While the fruits are very dangerous to pick for those who are not wearing Sengoku drivers...You managed to get some pre-plucked ones free to use. For each purchase of this you are entitled to two Lockseeds from before the introduction of Triumphant Arms. That is to say, any 'upgrades' stronger than Triumphant Arms(such as Dragonfruit, yomi, and yes Kiwami) are not available. If you like, both lockseeds purchased can be the same lockseed. You may purchase this as many times as you like. Ah, if you're needing an Energy lockseed you can pay an extra 100 cp on top of what you're already paying to make one or both Lockseeds given by the purchase their Energy equivalents, such as Peach Energy or Lemon Energy. If you have the "Yggdrasil" background you can substitute your first free purchase for energy Lockseeds, otherwise you cannot use your free purchase for them. Yggdrasil has it's benefits.

Local Medley (100, free Drop In) A series of brochures and books introducing you to whatever new locale you arrive.. These change from place to place to give you guides to the local cultures, moores and politics of your surroundings. Quite useful for an overview and getting you briefed and able to interact with and manipulate the locals... and oddly enough these books seem to be brisk reads no matter the length and you are guaranteed to remember important bits of relevant knowledge from them whenever it would be useful.

Fruit Crates(200, discount Drop in): A number of oddly marked crates in an alien language...It seems someone got the low-class Inness to pick these without eating them. These crates are filled with what is simply put, the raw form of the Helheim fruit. These fruits have a strangely appetizing look to people not under the protection of Sengoku drivers, and those who eat of them will have to resist being infected or else they will be transformed into an Inness. I wouldn't suggest using them in fruit salads, for that reason. However, there are other benefits. Low-Class Inness who eat of the fruit can 'level up' to Advanced Inness and people with Sengoku Drivers may convert them to lockseeds(though you'll find a distressing number of them are common with only about 1 out of 10 or 15 being a Lockseed stronger than the Acorn Lockseed.) Do you feel lucky? The crate will restock with new fruit monthly.

Fruit of the Underworld (400, discount Drop-in): A strange pomegranate-like fruit, it appears to be the bulb of a new tree. Not quite alien to Helheim's trees, but different enough to be a pronounced advancement in their growth. The fruit itself is an 'evolution' of Helheim's fruit, one bursting forth full of seeds to plant more trees like it. Creatures who eat the Underworld's fruit are hit with stronger infection and instead of becoming low class will immediately transform into a high class Inness. The Lockseeds made from this fruit are also a good deal stronger than anything else, though their strength requires them to sap the energy of their user. Indeed, an entire tree of these 'Hell Fruits' could arm quite a fearsome force...as long as they can stay alive.

Go to Hel (600, discount Drop-In) It would appear you have happened across an oddly fertile patch of Helheim. Any seeds you plant here will grow into Helheim plants that produce Lockseeds of the source of the seeds. You could even try crossbreeding the resulting plants to create Lockseeds that grant armaments based on a mix of the two donor plants. While this can get you some very potent Lockseeds, keep in mind it won't necessarily scale directly with the fruits, and something on the level of the Forbidden Fruit would take ages of effort and many unusual fruits to even begin to approach it. After the jump, this patch becomes attached to your Warehouse, giving you a stable Helheim patch free of Inness except any you make.

Throwing Cards (100 free Beat Rider): A simple deck of playing cards with fruit on them, suitable for any number of games such as poker or go fish. More interestingly for some reason the cards when thrown won't tilt or spin, always hitting with the edge of the card. In addition the edges of these cards are razor sharp when thrown, making them feasible for use as a weapon. Not a truly practical weapon, but most people don't expect playing cards to be able to wound them.

Your Stage (200, discount Beat Rider): Simply a small lot with a platform, sound system and some seats. The fun thing though is that you can put on pretty much any show you want here and nobody will react to obviously supernatural elements or other oddities so long as you don't harm any of the audience. Dancing, sure you can do that. Or you could do live gladiatorial combat between people in strange suits and monsters summoned from another world, and just get applauded and critiqued on the showmanship so long as the monsters don't get loose.

Topping Driver(400, discount Beat Rider): An experimental driver, this one was an attempt to wean away from dependence on the Lockseeds for anything other than equipment. The Topping Driver is unique in that before you even attach a lockseed it forms a 'base' armor around you capable of doing battle, an improvement on the transitional Armor-less forms given by the regular Sengoku drivers. You are able to choose which of 3 'flavors' of Base Armor you are going to use before transforming, which changes the statistics and capabilities of the Base Armor. "Vanilla" is a balanced form capable of fulfilling any role, "Chocolate" is heavier and slower while being able to take and deal more damage, and finally "Mint" is a light and nimble suit with lower defense but higher precision. While in these Base Armors, you can add a

Lockseed as a “Topping” to not only access its weapons and its stat bonuses but gain an additional utility ability, such as a mode of movement or an extra sense.

Tales of Triumph(600, discount Beat Rider): Ah. Short of the golden fruit this is one of the strongest Lockseeds you’ll find. You may choose a ‘normal’ lockseed just like Orange, or Banana, or Cherry. (Maybe even Acorn?) In any case, the lockseed will be given a new power...It will become a Triumphant lockseed, able to defeat scores of unskilled Armored Riders and Inness without a sweat and even give Overlords cause to be worried. Not only that, but it comes with the vaunted DJ Gun which is capable of annihilating the various Lockseed warmachines such as the Watermelon mechs and the Lock Hoppers with it’s multiple firing modes and a sweet pair of Flags of any iconography of your choice that serve as excellent sharp spears. Truly, the king’s own armor!

Money On My Mind(100, 10xPurchases free for Yggdrasil): Money is a joke, at least to you. Each purchase of this is approximately 100,000 US dollars(though it can be the same value in any other currency including yen of course)...should be enough to keep you afloat for a bit. At least, if money’s still useful long enough. Of course, Yggdrasil has a lot of cash to burn in the name of the world so people working with or for them have a lot more to wave around.

Secret Underground Tunnel (200, discount Yggdrasil) How did you get this built? Once every jump you may call this tunnel into being. One opening must be in a building you have had a reason to visit regularly at some point, while the other end comes out within a few miles of that building. Both entrances will be concealed, and the tunnel will have retroactively existed before invocation, but nobody will have known or acted upon it beforehand. Even once it exists the tunnel is shielded from detection and may have automated defenses to deal with any intruders.

Harvest Lockseed (400, discount Yggdrasil) A strange Lockseed, it bears no armament save for a sickle. The Harvest Sickle given by this lockseed allows for the user to manipulate and control Lockseed Vehicles such as the Hoppers and Dandeliners or even the Watermelon Arms mecha. Sadly no finishers may be performed by either the user or the commanded armaments while this seed is active, but who needs a finisher when you've got a horde of Watermelon mechs coming out of nowhere to destroy your foes. They do require shouted orders and the manipulation of the Harvest Sickle to move, however.

GMO Driver (600, discount Yggdrasil): Short for “Greatly Magnified Operations.” This Driver is quite fruitful because of its modifications, as it turns the armaments of Lockseeds inserted into it into mech suits on the scale of Watermelon Arms, with a proportional increase in raw power though lack of abilities other than being a mech. When others take to the field in armor, you shall crush them in a war machine. Use with Watermelon inadvisable but hilarious, creating a gigantic but extremely hard to control mecha. Tower above your foes, like a mighty goliath.

Responsibility(100, free Civilian): Ah, if Responsibility were so easily bought and sold...instead this is all you need to at least appear to be a responsible adult. A driver’s license, a dependable

and sturdy car, as well as a wallet full of helpful identification tailored to each world you arrive at. Though said IDs might not be exactly common, depending on where you go.

Cafe J(200, discount Civilian): A small cafe, it's decorated to your needs and has a great selection of pastries, sweets, drinks(hot and cold) and even frozen treats in its larders somewhere(and will refill if you run out, I've got you covered!) While you have basic prepackaged fare here, you also have the necessary ingredients to really show your cooking skill if you truly want to. After all, it's hard to feel prideful over bottled lemonade...but home-brewed tea? That's a different story.

Star Fruit (400, discount Civilian): It appears the exposure to constant manipulations of space and time has bathed Helheim in a small but constant amount of Cosmic Energy. Or perhaps the Presenters had an encounter with Helheim that went awry? In either case, this unique fruit (and subsequent Lockseed) is enthused with concentrated Cosmic Energy, the Star Fruit Arms capable of utilizing and empowering itself on feelings of friendship as well as bonds with others. The Star Fruit Arms gives rocket-powered fists as a base, with more rockets and gadgets appearing as Cosmic Energy is coalesced around it. Uchuuuu Kitaaa!

Driedver (600, Discount Civilian): It was considered a rather wasteful endeavor, so this driver was sent to be destroyed. You managed to recover it, however... This is a risky method of using Lockseeds. This strange driver achieves supreme efficiency in use of its seeds, allowing a normal fruit Lockseed to fight on the level of Gaim's Triumphant Arms for a short time, approximately 2-4 minutes. However this comes at a price: the Driedver extracts every bit of energy from a Lockseed, leaving it useless and drained after the time is up. Still, 3 minutes is more than enough time if you know what you're doing...and you are.

## **Companions:**

Just An Observer (Free) - Well, how about that? It seems the mysterious and bombastic DJ Sagara has taken a liking to your adventures, and wants to provide some hip new commentary on your jumps from this point on. Assuming you didn't somehow destroy all of the Helheim Forest before the end of the jump, he will follow you and won't take up a companion slot. Granted, despite any favoritism he might show in this jump itself, he won't really help or hinder you beyond talking up whatever deeds you happen to be up to on the first TV channel he can land a role in...unless you ask him not to, of course.

A Crew Of My Own (Free/200/300) - Have some friends of yours? Want some new ones? Well, for free, you can import or create up to 8 of companions at once, giving them a background and all freebies associated with it (including things like the Sengoku Driver) off the bat. For 200, you can go the extra mile and give 4 of them 400 cp to spend, in addition to 300 points to spend on items only. Of course, if you want a full house for this upgrade, you can instead spend 300 to give all 8 companions the same amount of points - 400 cp to spend in general, and 300 on items. How about that? Oh, if you like, you can give you and your imported/created companions

a unifying name, color scheme and aesthetic much like the various Beat Rider teams around here. Even if you aren't Beat Riders. Interesting.

An Alliance! (200) - Maybe Kouta grew on you a little. Maybe Kaito's philosophy somehow aligns with yours. Maybe Oren REALLY liked how stylish your henshin pose looked. Either way, for 200 points a piece, you can take a single canon character of your choosing for free. Note that due to Sagara's unique role in this universe, he can only be taken via 'Just An Observer', as detailed above. Any characters you choose from this come with all gear they end the jump with, though you can't use or steal any of it for yourself.

### **Drawbacks:**

Short on points? Have some more, for a price. Just try not to bite too deeply into the forbidden fruit, Jumper...you can take up to +1000 points in drawbacks.

The Fruits of the Past (+0): Perhaps you have been to this world before, and rode not with Armored Riders but Kamen Riders. With this, all of your prior visits to the world of Kamen Rider are now 'canon', your past deeds from before the start of Gaim being etched onto history. Do note that while old allies of yours may be willing to help, Zawame City is a closed circle that is guarded by the Japanese military, so you may need a way around that if you want to call in some help. Just as well, beware of old enemies...

Terrible Judge of Character (+100): Well, then...you're not very good at spotting warning signs, are you? Whether it's an ally of your planning to betray you, or mistaking a possible friend as a villain who is working against you, you're not very good at judging the character and personality of others. This is liable to make you either too trusting or far too paranoid, and it's going to make your interactions with others and judgments calls you make a bit more error-prone.

Locked Out Of The Loop (+100): What?! What's going on? When did the Beat Riders suddenly start transforming into Armored Riders? Why is Yggdrasil burning down that alley next to your shop? When did Kouta get another freaking power-up?! It seems regardless of your precognitive abilities or intelligence gathering, you always seem to be the last person to be filled in on whatever is going on, and you won't be invited to get involved until the last possible second...or when the apocalypse is knocking at your door. You also lose any meta knowledge you have about the events of Gaim until you see or hear about them yourself. Hey, if the Beat Riders could scape along, you'll do fine, I'm sure.

Urobutcher'd (+100): When you arrive, the world is strangely cheerful, if having a few sinister details buried underneath. And then suddenly the fun goes away and never comes back. Long-winded monologues about nihilism, idealism, and other such wonderful philosophical trites take center stage and never go away. It also seems like your allies and friends are a bit more prone to their negative behaviors than usual. It seems like nobody takes a moment to relax or

crack some jokes after a point. This won't be hard to deal with in terms of physical threats, but it will be constant and emotionally draining. What a terrible fate.

Life's a Warring State(+200): It stands to reason that even a Jumper and their companions could fall to the temptation of ambition. There is a plentiful bounty of power and might to be gained from this world, so who could resist forsaking what they once valued to gain it? Your friends and allies are more prone to betrayal and mistrust, or at least acting on their own agenda without telling you. While your own companions may not be so eager to put a knife into your back, you will find them acting against your orders or interests believing it will ultimately be for your sake. You will have to work hard to keep your party together or as a whole...lest you fall, as broken and divided by personal interests as the Sengoku period itself.

The Strong Live, The Weak Die(+200): Oh, dear. You seem to have taken a page from Kaito's philosophy book. You rather obsessively pursue a Darwinistic mindset - anyone who isn't stronger or was strong as you just isn't worth your time. What's more, you can't go five seconds without monologuing about it to anyone who's willing to listen to it. You're not going to make very many friends here, and you may find yourself ignoring someone who's more worth your time than you think...

Fruits of the Multiverse(+200): You know all those supernatural powers you entered with? You don't have those anymore. Or rather, you do, except they're Lockseeds that are about to be dealt for the Inness Game. Even when or if you recover them (not a simple task), you need to use a Sengoku Driver to actually use any of them...and each individual power is a Lockseed, only allowing you to use however many you can fit on your belt. Even consuming them via Will of the Forest won't give them back completely, and this remains so until the jump is over. Anyone else can use them with Drivers, too. The good news? Your normal skills and technology are still in your hands. You'll need it. This drawback rewards no points if you lack anything that could be considered a supernatural power in the first place.

It Looks Delicious (+300): Couldn't resist, could you? You've consumed the fruit of Helheim, and while you had a strong enough will to resist turning into a completely mindless Inness, you've become trapped in a limbo between 'human' and 'monster'. You will uncontrollably and randomly change into your monstrous Inness form and attack anyone who agitates you (read: any non-Inness nearby), and only a supreme act of willpower will let you regain control of yourself and change back to normal. This gets more and more difficult as the jump goes on, and unfortunately, the Armored Riders aren't going to let a wild Inness run free for long...what's worse? You don't quite smell like a 'real' Inness to the others, even if you'd normally have control over them, and they will likely attack you if you linger around them for too long.

Jumper of the Beginning (+300): One Jumper has become two. Let me explain in detail. Now, the memories you would take from a background, in this jump, do belong to a person who lives in this world. This person inherits your abilities, companions, and gear, while 'you' are left behind...displaced by time and space. This 'mirror image' with all that is rightfully yours is out of

your control, and you are visible and existent to only them. Unfortunately, now your life is tied to theirs. Ensuring their existence for a decade is critical, and while convincing this 'mirror image' that you are indeed them would help they seem to insist they are their own person and it will take overwhelming evidence to believe otherwise. At least they'll listen to anything else you have to say, right?

Song of the Helheim (+600): Whatever force is responsible for the creation of this world and its narrative, it has taken a single look at you and decided: "You know what? Screw this Jumper." Let me explain in detail. A mysterious individual confronted Sagara not long before your arrival, convincing them that Yggdrasil and the coming conflicts were progressing things far too slowly - if he truly wanted to test the evolutionary potential of humanity, he needed to stop acting in small measures and focusing only on the Beat Riders.

Sagara agreed. And that is where the trouble starts.

The Inness have evolved similarly to a certain species of alien, in that not only can they infect others with the vines of Helheim, but they instead subtly change into more Inness able to take the memories and form of the person they infected. So instead of dying painfully, people would find their loved ones change into an alien being without them ever knowing, being passed off as a flu or a temporary wound infection. These 'Incubated' Inness would then plant seeds and Cracks to Helheim in spaces all over the world, blending in among mankind...and the majority of these would be in Zawane, making over half of its entire population infected without Yggdrasil's knowledge. Among the first to be infected were Kouta and Kaito.

Exactly one day after your arrival, all hell breaks loose - the 'Incubated' Inness transform into powerful Advanced forms, armed with both human knowledge and drastically increased power from their newfound evolution, will begin attacking other humans and openly spreading the infection, while opening Cracks en masse. The Overlords, sensing the call to war, mobilize along with the Inness, and even the reluctant Roshuo finds himself unable to stop the tide, only hurrying it along.

Earth's time before total infection from Helheim has dropped from ten years to seven days, unless you do something about it. If the planet is consumed by the forest during your ten year stay, consider your chain over. Good luck.

Oh, you did it. You survived!

**You know the options.**



**Summer Scent of Home:** You have decided you've had enough of this madhouse and return to the world whence you came, bearing everything you've brought with you home. This is the only option for those who were killed for good or had their chain ended otherwise.

**Familiar Orchards:** Either due to your victory or simply as a survivor, you've claimed this world to paint in your colors. You stay here till the end of your days...which may be a while, especially as a reward for choosing this place as home you are granted a Golden Fruit seed which if grown will give you a Golden Fruit, capable of making you a powerful immortal lord of Helheim(if one exists when you're done with this place.)

**New Soil:** This is quite the popular one. You take all that you've received here and move on to a new world, confident that you have survived this warring state of affairs.

## NOTES

**\*The mechanics of Helheim:** You may notice almost everything here, from Lockseeds to even some perks, require Helheim to be existent. This may bother you because Helheim is an unashamed parasitic genius loci that you may desire to burn. Don't worry! All Lockseeds draw from a fiat-based 'mini-helheim' while perks such as Investment that allow you to access Helheim come with a personal version that will follow your lead. AKA It exists independent of the 'canon' helheim and unless you allow it will not infest worlds post-jump.

**\*Motorcycle Lockseeds:** The motorcycle lockseeds are able to jump to Helheim while in-jump, but unless you take the "Investment" perk they won't be able to do that (as there will be no Helheim to go to.) However, they MAY retain the ability to go to 'neighboring' dimensions, things like spirit worlds. However they have to be very close, not something like a parallel universe(which is a whole other beast.)

**\*Mixes:** Not all possible mixes were used on-screen, and accounting for/figuring out what each Mix would do would be far beyond the scope of the jump. So the effects are up to you. Please Mix responsibly.

## LOCKSEEDS

1. Sunflower Seed
2. Pinecone
3. Walnut
4. Chestnut
5. Acorn
6. Melon
7. Pineapple
8. Strawberry
9. Orange

10. Banana
11. Watermelon
12. Mango
13. Durian
14. Kiwi
15. Cherry
16. Lemon
17. Peach
18. Sakura(Motorcycle, not Arms)
19. Rose(Motorcycle, not Arms)
20. Dandelion(Hovercraft with lasers)
21. Tulip(Chicken-legged walker)