

BraveStorm jump

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It's the year 2050 and humanity is destroyed by the Kilgis. The world is filled with gases that makes the atmosphere suitable for kilgis but toxic to humans. Five siblings are trying to fight the kilgis but it's a lost battle, so the elder brother and sister create a time machine to send their younger siblings back in time to save the world.

This is the world you end up in. By default you start in 2013, when the Kasuga siblings (Koji, Haruka and Kozo) end up in the room of Doctor Kenichiro Kurenai.

BraveStorm is a crossover reboot of two tokusatsu shows from the 70s, Silver Kamen and Super Robot Red Baron.

Here, have these 1000 Tokusatsu Points (TP) and 4 tokens. Tokens can be used to take any perk, item or companion for free. You need two tokens if you want a 300 TP perk for free. Everything costs 100 TP unless stated otherwise.

PERKS:

Mecha mod: You get a mecha, he gets a mecha, everyone gets a mecha. This setting modifier makes it so the world revolves around mecha. For example, large fights get resolved by huge mecha, medium fights by fighting robots and small fights by bots. The economy may also revolve around robot fighting and innovations in it.

Resourcefulness: Sometimes you face beings harder and stronger than yourself. If defeating them in a straight fight is impossible, you can try defeating them using cunning and the items in your vicinity or the geographical features of the location itself (like baiting them to jump over a cliff or trip over a fault in the ground). As soon as you enter a fight, you find things that can defeat the enemies you face. There is a limit to what you can achieve with this perk, but the limit scales with your power, skill and intelligence, so this perk will always be useful.

You'll die tonight: Sometimes the truth is unpleasant or outlandish, so people ignore it or try to write it off as false. From now on, People believe your word, even if it sounds impossible. You can say the world is going to be invaded by time travelling lumberjacks from the confederacy and they'd believe. Don't give too many untrue predictions in a jump, people would stop believing you.

Memory sharing : You can share your memories with someone else by touching them. Not much time passes while you're sharing the memories. The memories transmit the pain you've felt during them but you can toggle that feature/drawback off.

Psychic abilities : Haruka shows a wide variety of psychic abilities, with each purchase, you can buy three types of psychic abilities, this perk can be bought multiple times and the powers start off weak but they can be trained. You can't buy anything overly powerful (you can buy multiple small powers to mix them into something overpowered).

Specialised respiratory system: Your respiratory system has been modified to breathe in the toxic fumes of 2050 and function without any problem. Since it'd be of limited use in 2018, you can also breathe underwater or climb mountains without any breathing apparatus. You also know the way in which this modification is developed so you can modify it in the future.

Toku scientist : You're a genius scientist on par with one from a tokusatsu show. Each purchase gives you three PhDs in fields of your choice and knowledge in them as if you've worked for decades in those fields. You can truly change the world with this perk.

Fall near your weapon: Even if it seems like you're losing, the situation would turn so that you find yourself near the thing you need to win.

Never forget your promises: A man's word is as good as his life. You never promise something carelessly and if you do, you will do whatever it takes to fulfil it. You never forget any promises you made or someone else made to you.

His type learns quicker this way: Each student learns differently. From now on, you know the perfect way to teach someone in the shortest time possible.

Clone yourself : Even though the Kilgis conquered the earth, he couldn't save his species because he was the last one alive and clones aren't viable. From now on any clones you make of yourself aren't complete copies of yourself but have enough genetic variation to repopulate the earth. This perk can be purchased a second time to apply it for anyone else.

The chosen one : Ken Kurenai was leading a boring life as an underground boxer, but the call for adventure came and he became the hero who saved the world. Anytime in a jump, you can toggle this perk on and embark on a quest or adventure. You can toggle this off anytime. Once per jump you can insert yourself as the chosen one for a quest or item.

You forgot this: Just like how Ken and the gang forgot the USB with the blueprints for Red Baron, sometimes your enemies leave vital information that helps you. The more vital the information is, the more frequently it happens. So, you may find their expense reports once a year but if they have a secret base, you find their passwords and blueprints everytime they modify them.

Jumper A.I : Once per jump, if you die, an up-to-date A.I backup of you activates to complete the jump. You get a basic Android body to pilot.

Faster than a computer: Like Ken, your thinking and reflexes are faster than the latest commercial computer in the setting.

No civilian casualties: Your fights may result in property damage but no casualties to living beings who aren't a part of the fight. Useful if you want to get into a slugfest with a giant mecha in the middle of Tokyo.

Transmittable barriers: You can project barriers from a long distance away to a target. Stay in your house thousands of miles away and protect your assets. Needs knowledge of barrier technologies or spells to function.

Don't leave evidence: Your minions and tech disintegrate if they fail (get captured) or die, just like the Kilgis' minions. Optionally you can decide if the minions or technology get teleported to your base or a location of your choosing.

Crossover setting : Mix two shows/settings into one. You have to decide how it happens. Like the heroes from one setting being the grandkids of the hero from another setting and so on.

ITEMS:

Items can be bought multiple times. Any lost/damaged item returns to your warehouse (or equivalent if you took drawbacks) in a pristine state after a day, unless specified.

Silver kamen suit : Increase all your physical abilities (strength, speed, reflexes, endurance) by 500%. You can import this into any similar item and can pick a different colour if silver doesn't fit your taste.

Terraforming robots: This is a copy of the robot used by Kilgis to change the earth's atmosphere. You can modify it to fit your needs. You can analyse it and with enough effort create versions that can terraform planets according to your criteria.

Cloning facility: This is a copy of the cloning facility, Kilgis used to breed his super soldier mooks. You can use this one to make clones of anything you have the DNA samples of, this facility comes with a lab filled with state of the art technology related for its intended purpose.

USB from the future: Every jump, you receive a USB stick with the blueprints for a piece of technology from 50 years in the future, if it's a magical setting then you'd get the spells or enchantments used in that item. The item you get is guaranteed to be useful in the jump.

Laser gun: A gun that shoots lasers, has an infinite ammo.

Laser drill : A drill that uses lasers to dig through layers of rock. You can select the intensity of the laser but stronger lasers cause the machine to need a cooldown after a few minutes.

Red baron : A mecha biometrically linked to you. Has missiles, lasers and a lightning cannon. It can fly using the thrusters on its back and legs and can turn invisible using cloaking technology. If it's destroyed, it returns in a week. Comes in colours other than red, but it isn't iconic.

Time machine(300 TP): This here is a room sized device that can send you into the past. Usually this creates an alternate timeline but you can decide if it isn't the case and you go to the same timeline.

Heat signature based psychometry: This visor lets you know what happened in a given area by showing you the residual heat signatures. It can show events that happened in a building (maximum area) an hour ago (maximum duration it can reach back).

Scan goggles: Can scan the DNA of a person by viewing them and store a copy of it. This item and the visor can be combined into a single item.

Boxing gym : A gym where people learn how to box. Provides you with a stable income.

Underground fighting ring: A place where illegal fights happen. You get a cut of the proceedings, police won't interfere with the establishment. You can also participate in the fights (bet on yourself if you need some quick cash).

Mind control tech: The technology used by Kilgis to mind control the scientists in the original timeline to make the robots.

Disguise tech: The tech used by Kilgis to pretend to be Ken's elder brother. A second purchase makes the disguise immune to analysis (magical or mundane).

Super sword: Extendable, super sharp and can even deflect laser blasts. Usually it's the size of a small knife, but can be extended to the size of a katana or any other sword you prefer.

COMPANIONS:

You can take any of the canon cast for 100 TP each. Or you can insert or make 8 companions for 200 TP. Each of them gets 600 TP to spend. They can buy perks or items but can't take drawbacks. They can buy the grandchildren companion option.

Grandchildren from the future(200 TP): These 3 kids are your grandkids from a doomed timeline. This option can be used to get new grandkids every jump. They come with advanced technology or powerful abilities scaled for the setting.

Your oneechan: This woman is your sister or someone who thinks of you as a younger sibling. She has the **scientist** perk and is working to fulfil a childish **promise** she made to you as a kid. She has 5 or 6 phds and knowledge in different fields as a consequence of her trying to keep that promise.

Terminator model Nippon: This humanoid robot is indistinguishable from a human. But it has enough strength to go toe to toe with a kamen rider. Comes fit with 3 or 4 pieces of technology like laser guns or DNA scanner and the psychometry visor. The robot's appearance can be determined by you and follows your orders loyally.

DRAWBACKS:

Time extension (+100 TP): Can be taken multiple times, grants points for the first five times.

No items (+200 TP): Your warehouse is locked for the duration of the jump.

No powers (+200 TP): Your out of jump powers are locked for the duration of the jump.

No companions (+200 TP): Your companions can't enter the jump, except for those you bought here.

Underwhelming looks(+100 TP): You look extremely plain or underwhelming, like a scrawny old man.

Original timeline(+200 TP) : You start in the original timeline before the kilgis infiltrate the world. So, try to save the world without red baron and the wonder kids. For 200 points more, you start out after kilgis has conquered the earth.

Villain of the week(+300 TP): Rather than being the big bad, kilgis is just one of many villains trying to conquer/destroy the earth.

We've lost it (+400 TP): You keep losing important technology or information and it makes its way into the hands of your opponents.

To be continued(+600 TP): Drawback that leads to many more adventures and fights with increasing stakes and more powerful enemies. (There was a sequel hook at the end of the movie for 'Iron king', another tokusatsu show. Alternatively you can make up enemies who attack earth).

Notes: Resourcefulness has some limits in the sense that you can't defeat Superman or a huge mecha with just the items in your vicinity or smarts because you need planning and preparation. This perk gives you situational awareness. So, the limit for this perk is around being able to defeat half a dozen thugs as a person with zero combat experience and a thin physique.

Difference between 'Villain of the week' and 'To be continued' is, one's the spiderman trilogy (self contained and stops after a few years or months) whereas the other is the MCU (crossovers, new villains, keeps going on for however long you stay in the jump) respectively.

The grandchildren are OP for the setting. For example, if in 'A certain Magical index', they'd be a great Magician, Saint and a Level 5 esper respectively.