

Kamen Rider Heisei Part 6: Kabuto
Jumpchain-compatible CYOA
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Version 0.2

The year is 2006 A.D., and our stage is set in Japan. Seven years ago, a meteorite collided with the Shibuya District of Tokyo, killing several people and introducing a hostile alien species call the Worm to planet Earth. After their initial attacks, they absorbed the memories and forms of their victims and blended in with the population before continuing their bloody campaigns on others. The organization ZECT was formed for the purpose of combating the Worm, though not all is as it seems...

You begin on the outskirts of the city where the events of this tale unfold, right as Souji Tendou meets Arata Kagami for the first time. The events of the first episode of Kamen Rider Kabuto are already in progress, and if you hurry, you may get yourself involved in what is to come...or simply do as you please? That choice is yours.

Backgrounds:

Drop-In [Free] - Perhaps this conflict is beneath you, or that memories from this world as a do-gooder or an alien are useless for your own purposes. If so, you may enter the jump with nothing more than what you enter with, receiving no new memories or context for your situation. Whatever you do, whatever you choose, may you walk the path of heaven.

Hero [100] - You're not anyone special. Maybe you work an average day job, maybe you were just fired from the force. Regardless, one thing is certain about you: You can't just stand and do nothing as the Worm attack, kill, and imitate innocent people. That's why you're going to take matters into your own hands...or perhaps, find another way?

ZECT Agent [100] - The Worm are a threat to all mankind, and ZECT exists to combat them. Whether as part of an elite strike team or an intelligence agent within, you are part of this organization and have received training to fight the alien threat. Just try not to mind the more shady parts of your organization...

Native [400] - You're not human. You are part of the 'original' meteor of the Worm that crash-landed on Earth, and opted to blend into the population instead of turning against it. You have gotten comfortable enough in a single humanity identity (chosen at the start of the jump) that you can blend in without effort. Now if only you had some way to deal with your more bloodthirsty brethren...

Perks:

Grandmother Once Said... [100, Free for Drop-In] - Words of wisdom seem to come naturally to you, don't they? You've likely walked to many worlds, seen many things, and have picked up a koan for almost any situation. Your words of wisdom may not do much beyond make you sound more impressive or knowledgeable, though...or just piss off whoever you're talking to.

Supreme Chef [200, Discount for Drop-In] - One of the greatest joys in life is eating a good meal, but the most joy comes from the anticipation of waiting for it. Whether or not that's true, you are now a savant in the culinary arts, able to prepare almost any dish with expert skill with a delicious end result. It's not hard for you to learn the cuisine of other worlds, learning more in a matter of days as long as you have the right ingredients.

The Jumper Who Rules Everything [400, Discount for Drop-In] - They may call you arrogant or difficult to get along with, but that's not really the truth behind you. You merely have a complete understanding of the difference between yourself and them. In short, you have gained a supreme confidence in both yourself and your abilities - in addition to completely knowing your own limitations. This gives you increased willpower, a better tactical ability...and, if you so wish, the ability to be infuriatingly smug about it.

The Path of Heaven [600, Discount for Drop-In] – Anything is possible as long you're the chosen one. After all, it's more fun to think the world revolves around you, isn't it? With the help of fate, that may as well be true...seers discover your name when they search for a great hero, items and weapons that seek the 'worthy' abandon their wielders in favor of you, and your rivals hold equal parts envy and admiration for your prowess. In short, you are seen as the 'main character', and events twist to make this true. This won't make anyone go against their nature – emotional weakness or contradictory goals will still make such things reject you, and you'd best be prepared for the baggage and enemies you will face in the place of the main characters. But it doesn't matter. If they're stronger, then you're the strongest. Time to prove it. This can be toggled on and off.

Earnest Fool [100, Free for Hero] - They may call you 'naive' or even 'stupid', yet your conviction always seems to be a little charming to others, even jaded and self-centered warriors who fight the same enemy as you. So long as you're honest with your intent and words, even to the point of mind-numbing idiocy, you will come off as more charming and make friends much more easily...maybe even allies you wouldn't expect. Of course, this does little to avail you to rivals and sworn enemies, but at least you're honest, right?

What's Wrong And What's Right [200, Discount for Hero] - Despite what you see and what you'll encounter, your convictions aren't so easily swayed by either the flow of time or the trauma you may face along the way. You have a perfect awareness of your own moral code and what is necessary to uphold it, or ways to change it for the better to match your own experiences. This gives you a slight resistance to corruption, as well - you will understand when your actions will betray your principles, or attempt to force you to, and that push will let you better resist temptation.

I Won't Be Stopped [400, Discount for Hero] - Because you have something that's worth fighting for. Your willpower receives a considerable boost, enough so that mind control and emotional manipulation may as well be throwing pebbles at a stone castle. In addition, you will find that the more you fight for a cause you believe in or for the sake of defending someone, your competence and power in doing so will be much greater doing so than it would normally be. You

may not have the finesse or discipline of your counterparts in this world, but you more than make up for it in courage and heart.

Underdog [600, Discount for Hero] - Your enemies seem to constantly make one fatal mistake: Underestimate you. Even if you've demonstrated your bravery and fighting ability, your foes will constantly overlook you and the threat you pose, and while they won't politely stand still as you fight them, they won't treat you with the respect you deserve. And that's your advantage. This severe lapse in judgment creates openings and weaknesses that they wouldn't have if they had taken you seriously. Foes who were already stronger than you are prone to ignoring your presence after simply swatting you aside, which can create an opportunity you'd otherwise lack. Just don't push your luck too hard. Eventually, they'll decide killing you outright is better than suffering your presence any longer.

Shooting Straight [100, Free for ZECT Agent] - In order to defend mankind from the threat of the Worm, you must be a proper example of professionalism, and keep your nerve even against enemies that can move faster than your eyes can follow. You are now excellent at keeping a calm and stoic demeanor, and how to steady yourself against fear or unexpected circumstances. It won't provide any extra advantage on its own, but at least you'll look calm while doing it.

Trigger Discipline [200, Discount for ZECT Agent] - You know what has a better chance of success than mysterious wanderers who refuse to cooperate? Training and discipline. You now have ten years of military training and have been specialized in fighting inhuman monsters and aliens, able to adapt your tactics quickly to whatever new foe you're facing after you've had time to adjust. You are also a better squad leader and can coordinate a team to follow your lead when it comes to such battles.

Careful Eye [400, Discount for ZECT Agent] - The most insidious threat that the Worm provide is their ability to masquerade as loved ones and strangers alike, leaving nobody any wiser until it is far too late. That's why they brought you in. You are excellent at noticing key details right down to the most obscure clue that someone is behaving strangely, and become an amazingly skilled detective as a result. You can deduce a lead from the tiniest possible detail in a case, and spot tells that would baffle even a lie detector. Find the truth.

Trade Secrets [600, Discount for ZECT Agent] - Few know the truth behind your organization - that it is actually controlled by Natives, Worm that seek to integrate with mankind instead of annihilating it. For keeping this secret, they have personally given you the secrets of Zecter technology, and how to emulate the Clock Up ability of the Worm through technology. In time, you may make your own Zecter Drivers and successors to the Rider Program...maybe even make a more efficient, easily-produced version that isn't so picky about its users.

Worm Biology [Free, Restricted to Native] - You are not human, though you do an excellent job of imitating one. You are one of the Worm, and this comes with several boons. First, with just a

simple DNA sample from a living or recently-deceased person, you can perfectly imitate that person right down to their basic cells or memories. Creatures with an extremely unique biology or inherent supernatural power may not make the translation, earning only a mundane version of their form, and you can only imitate one person at a time. The previous identity is discarded unless you have some way of recovering it.

In your Worm form, you may form a hardened shell around your body that steadily heals your physical injuries, and after 'molting' this shell you may activate the ability Clock Up. Clock Up uses a combination of extreme velocity and temporal warping to cause you to move at speeds the human eye can barely keep up with. Bullets move slowly along the air. Raindrops are all but stationary. A speeding train just inches along. The good news is that your extreme velocity only harms others when you mean for it to do so...unless you'd prefer if your victims and bystanders did indeed explode from the force of you touching them in Clock Up.

Unlike the Kamen Riders of this world, a Worm's Clock Up is dependent on their own stamina, and thus staying in this state extensively can be tiring if overused. It can be activated and deactivated at will so long as the molting process isn't in use.

To Be Human [100, Free for Native] - You've learned much about humanity in your time living amongst them. Though this, you've become better at understanding them with them. No matter what your mindset or what changes you along your journey, you will be able to empathize and speak with human beings normally, and your social skills will never deteriorate from an alien mindset.

In My Mind... [200, Discount for Native] - A perfect record of someone's memories on top of your own doesn't necessarily mean you'll be able to act their part fluently if they're perceptive enough. By necessity, you've become an excellent actor, able to avoid tics or clues that would tip someone off that you're not who you seem. The more information you have on the person you're pretending to be, the better. If you're just imitating a particular age or type of person, you can do that with very little information as well, and avoid dropping hints you're not who you seem.

...And In My Heart [400, Discount for Native] - Despite the grim necessity of needing to steal a human life to hide your own existence from the world, whether or not you did the deed yourself, there is still a 'you' buried deep beneath that. Your sense of self is strengthened, and if you so wish, you may take the personality traits of those you imitate through memories or roleplay onto your own persona, meshing them together into a slightly improved mindset. Truly, this is the best of both worlds, isn't it?

Tangential Evolution [600, Discount for Native] - Even among your own kind, you're an unusual specimen. Perhaps you accelerated to a level nobody could fathom. Perhaps you're a rare, one-of-a-kind hybrid of a human and the Worm. No matter what, you're a marvel of a specimen. Each time you are defeated or seriously damaged somehow by physical attacks, your body

adapts to become more resistant to that attack. Being sliced by a blade and surviving would make blades of a similar sharpness feel more like blunt, useless impacts on you. This will always mitigate, never creating pure physical immunities, but you'll find yourself increasingly durable as the years go on.

If you're a Worm, however, this goes a step further - each evolution adds to your ability to Clock Up, increasing your speed little by little. Eventually, you may adapt to a level that would let you keep up even with the Hyper Clock Up of a Hyper Zecter...but it will be a long way before you get there.

Items:

Speed Belt [Free] - A mercy from your benefactor. Because of the high speeds of the Worm utilizing Clock Up, it's unlikely you will survive a direct encounter with these hostile aliens without tools of your own or intervention from a Kamen Rider. Should you lack a way to counter Clock Up or a Zecter of your own, you receive this belt - when a creature uses Clock Up near you, you immediately accelerate to the same level of speed. This won't work so well for Hyper Clock Up, however. The belt irrevocably loses this ability at the end of the jump.

Here I Am [600, Discount for Non-Natives] - The ultimate necessity for survival in this world is the Zecter System. The Clock Up of the Worm can outpace and outrace almost anything else technology and mankind can provide. Except for this. This is an insect-shaped little robot that is partially sentient - enough so that it can 'choose' who wields its power and will be summoned if you call for it. Upon attaching it to your Rider belt (included herein), you will transform into a Kamen Rider themed after the same sort of insect your Zecter is, which you may choose freely.

First, you are in Masked Mode, which is a heavily armored and durable form. You can tank anti-vehicle weapons with a surprising amount of resilience and fight monsters like the Worm on fairly even ground. It even comes with a single ranged or melee weapon of your choosing, which are capable of killing the Worm. However, its true power comes from its second form: Rider Form.

By using Cast Off, you discard the heavy armor of the Masked Form, and become much more agile at the cost of being much less durable. In this mode, you may use Clock Up, which will accelerate you to the speed of the Worm. Some have called the speed of Clock Up 'just under the speed of light', though this may be an exaggeration. And like the Worm, you may mitigate the impact your movements and touch on others to harmless levels if you want to avoid hurting those around you. Eventually, you will 'Clock Over' back into normal time upon using a large amount of energy, but it will only be a minute at the most before you may return to the accelerated state.

Finally, you may supercharge your suit in Rider Form to unleash a devastating finishing move, such as Tenodu's Rider Kick. Though this will bring you to Clock Over immediately afterwards,

these powerful final attacks are enough to make the incredibly durable Worm explode into fire upon impact, and is a potent way to bring a fight to an end.

As a bonus, if you already own a transformation gadget or belt equivalent of some kind, you may combine it with the features of the Zecter here for free.

Lord of the Speed [500 - Requires Here I Am] - You shouldn't have this, Jumper, but somehow this marvel of science had found its way into your hands. It's an upgrade to your Zecter, attached to the left side of your Rider Belt. Upon activation, it will initiate Hyper Cast Off, which will make your Rider Form even faster and greatly increase its power input. Even more than that, you may go even further beyond the speed given by Clock Up, entering Hyper Clock Up.

It's difficult to truly describe the speed you'll be moving. Things moving in Clock Up will be moving in slow motion for you, and time itself struggles to keep up with your motions. You may arrive at your destination before your brain finishes processing the muscle movement, shunt yourself forward and backwards in time by a few minutes at a time, and finished defeating your opponent before they had time to register what happened. The primary downside of this insane speed is that you will likely need to practice it before being able to utilize its full potential.

In worlds where the stream of time has been traveled before - like this very world - Hyper Clock Up can even be used for long-term time travel. However, it's extremely unlikely to work in worlds lacking such things, and in such conditions it will not yield for more than an hour of time travel from where you started. Still, you'll be able to pull some fairly interesting tricks now...and nobody moves faster than you. Just try not to cause a paradox in worlds not used to such shenanigans, alright? I'm not fixing whatever you break.

Finally, you can supercharge your finishing attack even further with Maximum Rider Power, letting you use 'Hyper' versions of your ultimate attack from Here I Am, with twice as much destructive power.

A Monk's Robes [100, Free for Drop-In] - A comfortable set of robes, usually worn by martial artists or monks. They can be any color or design that you wish, and are restored a day later if destroyed or worn out. Good for exercise days.

Kitchen of Champions [200, Discount for Drop-In] - What's a master chef without a kitchen?! This is a fully stocked and working kitchen that is attached to either your Warehouse, a property you own, or just a random barbecue circle in the middle of nowhere. Comes with preserved ingredients from various worlds you've been to, though it would hold anything especially unique or supernatural. Has enough food to feed you and eight companions for a week, where it will restock seven days later.

Movie Theatre [400, Discount for Drop-In] - Good memories are the best part of any journey, right? This movie theatre will appear in either a hidden part of the city you're closest to or will

simply rest as a Warehouse attachment - your choice. It will replay any part of your jumpchain or life leading up to this point from any camera angle you please, giving you something to do on days you really need a recap episode...or if your companions want to view particularly embarrassing moments.

Standard Issue [100, Free for Hero] - Nothing special, I'm afraid. It's a 9mm pistol that you've managed to get your hands on. Works fairly well against unarmored humans, but is mostly a minor annoyance for the Worm. Always seems to have ammunition available.

Jumper Extender [200, Discount for Hero] - What's a Kamen Rider without a sweet set of wheels? Or a Jumper, for that matter? Don't answer that. This is a nifty motorcycle with a matching color and design matching your favorite aesthetics. What's more, if you have a Zecter Driver, it is perfectly compatible with your abilities in either Form, and will transform to match so long as you're still mounted on it. Ride on!

Danger Detector [400, Discount for Hero] - A hero needs to appear where he's needed! This nifty little gadget is something you 'borrowed' from a passing ZECT vehicle. It will detect the presence of the Worm or Zecters with a range of a 100 mile radius. The real power of this item, however, comes from the fact it's very easy to program...you could detect any particular type of item as long as you have an initial sample to scan. How neat is that?

ZECTrooper Wear [100, Free for ZECT Agent] - This grasshopper-clad armor is designed for use against the Worm. Though not terribly effective in direct combat, this form-fitting protective gear is bulletproof and comfortable. Also, if you have some kind of cybernetic enhancements, the armor seems to mesh neatly with those and adds its durability to said enhancements.. I'm not sure where you'd get such a thing, though...

Anti-Worm Weapons [200, Discount for ZECT Agent] - Based off of designs from an unrelated incident, these Machine Gun Cannons are designed to be able to fight the Worm. These are strong enough to put holes in a vehicle and can even knock the Worm back in their Molted forms. Like the standard pistol, they always seem to have ammunition ready.

AM Bombs [400, Discount for ZECT Agent] - A bundle of twelve grenades in a crate. These grenades have the ability to force Worms out of their disguises and into their true forms. Likewise, any illusions or 'false' forms are disrupted if caught in the blast radius of these grenades. They restock weekly, to boot.

Sketchbook [100, Free for Native] - For all your artistic needs. This is a blank sketchbook with an assortment of various pencils included. Never seems to run out of pages, no matter how many you draw or write on.

Simple Restaurant [200, Discount for Native] - Even when masquerading as a human, you still need to eat food, or find good places to socialize. This is a modest Japanese-style restaurant

that, while it doesn't serve anything unusual or special, always has a hearty meal made for you. You don't even need to pay - you and your companions get it on the house. The staff of the restaurant can be inactive companions if you so wish, though they can't leave or do anything significant until you swap them out. Otherwise they're ordinary people who don't really leave the space. Don't worry, they have lives to live - just not when you're paying attention. In future jumps, this may become a Warehouse attachment or be placed somewhere in a nearby civilization.

Test Samples [400, Discount for Native] - Sometimes, more than one identity simply won't suffice, will it not? Any DNA samples you take from living samples and store within these simple test tubes will be 'frozen', and won't continue to decay until you take them back out of the glass tube. This lets you store and preserve tissue and blood samples from other beings - and thus use their memories or identity if you're a Worm - years after killing or being separated from them. Perhaps some other uses could be found as well...?

Mysterious Notes [600, Discount for Native] - A bundle of top-secret files, straight from the top of ZECT. It's found its way into your hands. It's a study of the Worm and how they manage to use their Clock Up ability, and various other mutations involving them. There's also an awful lot of notes in relation to changing humans into Worm or meshing their DNA together, too. Maybe you can find a use for this? If you do, you may be able to mutate otherwise ordinary people into using abilities similar to the Worm. It will take a lot of work and experimentation, but maybe...

Companions:

I Don't Fight Alone! [200] - Have some friends? Want some new ones? That's fine. You may create or import up to eight companions with a free background and 400 points to spend. I'd advise caution in importing them as Natives, however...they'll only gain 200 points.

Drawbacks:

Need life to be a little more difficult, Jumper? Have up to 600 points in drawbacks, then. Take your pick. All drawbacks expire at the end of a jump, as normal.

Kamen Rider...? [+0] - While the story of the struggle between Kabuto and the Worm happens largely without outside interference, perhaps you've been in the world of Kamen Rider before. Did you ride with or against Rider 1 in the Showa Era? Did you perhaps discover the light of evolution in Agito? Or become a repainted legend as Kuuga? Regardless, if you so wish, echoes of your actions in the past...before the events of Kabuto...will follow you here. Just mind the consequences and any old foes - as well as friends.

This Tastes Terrible! [+100] - You seem to have been cursed. Your cooking never seems to come out right, and everything you eat tastes like your least favorite food. All attempts to remedy or block this out fails. Even if you don't need food to sustain yourself, you will find

yourself occasionally eating the closest snack you can find as if on impulse. This will be unpleasant.

Who Wrote This Show?! [+100] - Things seem really...disjointed here, sometimes. It feels like the entirety of this universe can't decide if it wants to be silly or absolutely dead serious. A murder scene investigation suddenly turns into a buddy cop scene, an easygoing day involving a cook-off turns into a surprise monster attack...it's like whoever's at the wheel has no idea what they're doing!

If Jumper Is Stronger...[+200] - Then Souji Tendou is the Strongest. Perhaps you've heard of Souji Tendou, who will become Kamen Rider Kabuto not long after your arrival? Well, you will soon - he's somehow inherited all of your skills, abilities, knowledge, and more. And somehow, he's even better at using any of it than you are - even your Warehouse! The good news is that he doesn't seem to hold any particular vendetta against you, even if you're a Native...but whatever he happens to be up to always seems to indirectly impede you somehow, or shoves his vast superiority over you right in your face. He's not humble about it, either - he's unbearably smug. At the very least, anything he 'borrows' is yours again when the jump is over...and don't bother trying to fight him, even if you can't take his crap anymore. His plot armor has become completely impenetrable.

Worm Food [+200] - You know the Worm? The incredibly deceptive aliens that randomly attack people and then steal their identities? Well, whether as a result of your dimensional travel or just a particular odor you carry with you, they think you smell absolutely delicious. To the point many Worm nearby will drop what they're doing just to hunt you and attack you. What's worse, once it's obvious you'll put up a fight to survive or run away, they'll begin imitating anyone you talk to with regularity to catch you off guard...keep a close eye on your companions, Jumper.

Too Slow [+300] - No form of Clock Up will work for you in this jump. Anything that manipulates time or increases your speed is now unusable, all attempts ending in failure. And the Worm are even more aggressive than they were already - attacks in broad daylight are much more likely. Even when the threat is supposed to be over with, there will somehow always be more...can you survive ten years of this?

God Speed Jumper [+300] - Something is wrong. The world around you is a destroyed, apocalyptic wasteland. It seems that when the meteor impacted Earth, it didn't merely destroy a district in Japan...it obliterated the ocean. The world is now a dry, arid wasteland full of death and disease, and the Worm infest the entire planet. As resources dry up from ZECT's war against them, the world descends into a frenzied chaos.

In another world, Tendou steals Hyper Clock Up to avert this disaster, but he is absent (if you took 'If Jumper Is Stronger...', he only shows up to make your life miserable somehow), leaving the task to you. However, even if you have a Hyper Zecter, going back in time to stop the meteor doesn't seem possible...something is blocking your ability to time travel. You need to

find and enlist the aid of a mysterious rider from another world, who can tell you the secret of how to remove the 'wall' blocking time travel. Spoiler alert, it involves defeating ZECT and removing the entirety of the Worm from the planet...one way or another. Once that is done, then and only then, can you undo this grim future. Failure to accomplish this in your ten year stay means the end of your adventure.

Naturally, if you are a Native, you and your companions are exempt from needing to be 'removed'.

Made it to the finish line, Jumper? Well, you know the drill. What will you do now?

Clock Over - Going home? Can't keep up? Died? Time to return to your home world with all you have gained.

Walking the Path - Stay here? Despite all its flaws, this world does have its charms, doesn't it? Alright. Have a bonus of 1000 points to spend, on me. I hope you find whatever you're looking for, Jumper.

Full Force - Moving on to the next world, hmm? Alright, let's get right to it, then.

Notes:

Use time travel via Hyper Clock Up at your own peril and fanwank as appropriate. I am not even going to attempt to make sense of the jumbled mess that is Kamen Rider's continuity or time travel logic.

Changelog:

0.2: Added a capstone perk for Natives, added roster of items and unique capstone item for Natives as well. Clarified the time travel by doing absolutely nothing in Notes.

0.1: Made the jump