Universal Power Rangers Jump

by Sonic0704 and TangledLion

Welcome Jumper to this corner of the multiverse, home to several Power Rangers universes. Here you will have opportunity to interact with Power Rangers, their allies and their enemies. You could even join on one of factions involved in this seemingly endless war. So pick one of canon seasons or comics or games to insert into and have fun. Alternatively, check out DLC at the bottom with Power Rangers Team Generator and Villain Team Generator to use in constructing your own corner of Power Rangers multiverse.

To have you started on this, here is 1000 CP. You will be staying here for 10 years. Good luck.

Location

Pick for free, but this choice will determine where the plot begins. Your choice can be anywhere on Earth or in space. Some of Earth's cities in which Power Rangers have been known to appear include Angel Grove, Reefside, Mariner's Bay and Amber Beach. Non-Earth's include Terra Nova space colony and planet Aquitar.

Origins

Any Origin can be taken as a 'Drop In' providing you with no new memories and a bare minimum legal presence to fulfil your intended role here. You may freely pick any age within Origin specific parameters as stated in Origin descriptions. All Origins may keep their genders or change it for free.

Civilian (free) – You are just an average ordinary human, without Attitude, dealing with normal human problems like school, homework, job, family, etc. You can pick any age between 15 and 18 or above 25. Do not be surprised if you meet some people that might be Power Rangers or even befriend them.

Paramilitary (free) – Selecting Rangers on a whim in hopes they develop the necessary traits and skills to defeat the evil is a bit risky move. Besides, they cannot do everything on their own, so there are various paramilitary organizations like Lightspeed Rescue, Silver Guardians, SPD and Time Force. You are now member of such organization's paramilitary forces and candidate for becoming member of their Power Rangers team. You can pick any age between 20 and 25.

Power Ranger (-100 CP) – You are or will soon become one of the Power Rangers, a soldier in a war for the fate of the planet against seemingly impossible odds and unbeatable villains. To make matters more complicated you need to keep your identity secret and still deal with all the normal day-to-day issues. You may pick any age between 15 and 25. Pick your colour and other symbols in accordance with your Power Ranger Team Generator results, if your pick is part of canon team they you replace said Power Ranger in their position.

Monster (-100 CP) – You are one of the monsters forming up army of the villains attacking and battling against Power Ranger, but unlike most of your fellow monsters you somehow keep managing to survive these ordeals. You may pick any age you want.

Mentor (-200 CP) – You are now a mentor of team of Power Rangers, responsible for providing them with all forms of support, from giving them their equipment to offering them advice when in need. You are an extremely knowledgeable and wise being, knowledgeable about the enemies your team is facing and at least passingly familiar with secrets of the Morphing Grid. Pick any age above 30 that you want.

Villain Leader (-200 CP) – You are one of the leaders of villains attacking and battling against Power Rangers, with plethora of skills that make you important part of attacking forces. You may pick any age you want.

'Sixth' Ranger (-200 CP) – You are or will soon become one of the Power Rangers, but instead of being part of core group you are one of their additional members, one of their sixths as they are often jokingly called. You may pick any age between 15 and 25. Pick additional Origin from those listed above, for purposes of discounts you now count as both that Origin and as Power Ranger.

Race

You may freely pick your race, it can be anything like human, mutated human, android/robot, alien, demon, magical being, and so on.

Perks

Origin Perks

Run & Hide (-100 CP, free for Civilian) – Whenever monster attack happens you instinctively know where to run and where to hide in order to avoid getting caught by their attacks or falling debris.

Blending In (-200 CP, discount for Civilian) – You're probably gonna witness quite a few ranger fights over the next decade, it'd be a shame if a monster took you hostage, or used you as a distraction to escape the Rangers, so from now on whenever you are near some sort of conflict you will not be noticed by any active combatants as long as you make no effort to involve yourself.

Head For Gear (-400 CP, discount for Civilian) – What you think that true power lies in the strength of senseless violence? Bah! Fie and Poppycock! You know what real power is, the power of SCIENCE! You now possess a wealth of scientific knowledge that allows you to create gadgets and gizmos aplenty. Just to give some specific examples, you know how to make remarkably fast vehicles, gigantic mechanized marvels that can go toe to toe with the fiercest of massive monsters, incredible powerful handheld weapons that can unleash incredible blasts of energy when combined, and handheld devices that generate lightweight power armor that both protects the wearer and amplifies their physical attributes! The only issue is that all of those examples require a LOT more power to function than you currently have access to, if only a practically limitless grid of unconventional energy existed that you could learn how to tap into...

Juice Bar Philosophy (-600 CP, discount for Civilian) – What makes a great supporting character? Good looks? A knack for comic relief? Polishing glassware? No, the answer is the incredible ability to give people advice without even trying to. See, when interacting with people by just being yourself and going along with whatever conversation topics feel natural, you inadvertently say things that spark in people a thought that just so happens to be the perfect advise to overcome whatever immediate obstacles they may be facing at the time, and since it's technically their idea, you don't even need to worry about convincing them to trust your advice. As if that wasn't enough, you also tend to run into people who could be considered 'Main Characters' such as power rangers, whenever they need your help.

Fighting Skills (-100 CP, free for Paramilitary) – You are a fighter, trained in marine hand to hand combat techniques. Using this training when faced against monster you instinctively know how to best use said it to distract monster without getting injured for long enough that Power Rangers can arrive.

First Aid (-200 CP, discount for Paramilitary) – During attacks people often get injured, either directly by monsters or by falling debris and other side-effects of battles between monsters and Power Rangers. Thanks to this perk you now know how to perform first aid comparable to paramedics and can easily keep injured persons alive for long enough that professional help arrives.

Training in Tactics (-400 CP, discount for Paramilitary) – Not being a Power Ranger you and your other fellows have to rely on other things to survive encounters with monsters and minimize your injures. You are now an expert in use of tactics in group and individually, capable of employing content of your surroundings and skills of people with you to their fullest extent in order to maximize your chances.

Commander (-600 CP, discount for Paramilitary) – Instead of being just one of members of your paramilitary organization you are now commander of its forces, with a commanding presence to you

that ensures others listen to your orders without questions and with instincts to know what sort of actions are required in given moment. As a commander you also happen to have role of coordinating with Power Rangers to ensure interest of their team and your organization coincide.

Attitude (-100 CP, free for Power Ranger) – In order to be one of the Power Rangers you need to have right sort of Attitude, to never back down and to never give up. This boosts your willpower and gives you free reign to adjust your personality to remove traits you do not like or to add new ones you would like to have.

Instant Morph (-200 CP, discount for Power Ranger) – A full morphing sequence can look pretty awesome and can instil range of emotions in those witnessing it, but sometimes you just need to change instantly, which is where this technique comes in as it allows you to instantly morph with a quick flash of appropriately coloured light enveloping your body. This technique can also be used on any other transformations you have to make them instant.

Hip-Hop-Kido (-400 CP, discount for Power Ranger) – Plenty of Power Rangers tend to have at least one hobby, perhaps it's chess, dancing, gymnastics, or even a sport, pick any mundane hobby not related directly to combat, you're now proficient in that hobby… Why are you glaring at me like that? Oh right! I forgot the rest of it, see, your skill in that hobby is now directly tied to a fighting style all your own. So to give a few examples, chess could produce a style that relies on carefully calculated strikes and keeping track of your position relative to your enemies, dancing could produce a fighting style that, well, uses dance moves to attack and defend, as would any other physical activity use practiced moves in combat. It is important to note that you are not limited to the examples shown here, pick cooking, playing vidya, or even crochet for all I care! As long as someone does it for fun, a normal person can learn it, and it does not normally have innate combat implications, you can pick it.

'Red' Ranger (-600 CP, discount for Power Ranger) – While not always Red Rangers are often leaders of their Power Rangers teams for the sole reason of being natural leaders. You are now one such natural leader as well, with all the instincts needed to lead your team in battles and in normal life.

Hit, Hit, Hit (-100 CP, free for Monster) – Let's be honest, most monsters suck at combat, they just try to hit the Rangers and see what sticks. The thing is though, even though that non-strategy shouldn't work, it does, and quite a few of those hits DO stick. So from now on, whenever you ignore any actual combat prowess you may have and resort to this random flailing, you gain a sort of luck boost that makes your hits more likely to land, and outright guarantees you'll get in one or two lucky shots on an opponent's weak spot.

Z-Putty (-200 CP, discount for Monster) – The downside of being a generic foot soldier in a show like this, well, besides being a generic foot soldier at all, is that the heroes get stronger and more skilled as time goes on, this can be a problem as they may become so strong that you're horribly insignificant to the extent that even a thousand of those like you would not turn the tide. Fortunately, from now on, whenever events escalate to the point that you are completely outmatched to a ridiculous extent, you'll find yourself receiving an upgrade that makes you barely relevant again, though there are no guarantees that the upgrade won't come with a few problems of its own...

Special Skill (-400 CP, discount for Monster) – There are many monsters filling out forces of your villain leader, but what makes you stand out among them is special skill or ability that none of the rest have.

This can be something esoteric like ability to eat faces or ability to seed discord among your targets, something that makes you valuable enough to your villain leader to use in specialized attack.

Rage Boost (-600 CP, discount for Monster) – Most monsters that face Power Rangers unfortunately fail in their mission to defeat Power Rangers, eventually getting too exhausted to successfully fight against them and falling. Not you because in these last moments of your battle, with both you and your adversaries pulling on last remaining energy, you manage to use your rage to boost your strength, speed and dexterity for next fifteen minutes doubling them. Just beware that it is extremely endangering to you.

Teleport To Us Five Humans With Attitude (-100 CP, free for Mentor) – Just by looking at someone you know if they would be a good fit for a team you have in mind, and what position would be best to give them in that team.

Aura of Mystique (-200 CP, discount for Mentor) – You express this appearance of mystique, mysterious and old wisdom with everything you do. It makes you appear as an all-knowing sage and gets people to believe you more easily, although overusing it on same person can cause them to develop resistance, same for anybody closely knowing you.

Actual Mentor (-400 CP, discount for Mentor) – While some Power Ranger teams have mentors which are this only in title, you are taking your role as their mentor seriously and providing them with training in variety of things. Therefore, whenever you are teaching or training your protégés their learning capabilities are boosted 5x. It extends even to your non-Ranger protégés.

Former Ranger (-600 CP, discount for Mentor) – Once upon a time, long ago, when you were younger, you were a Power Ranger yourself, which gives you years of experience to draw on and a ton of skills to teach your Rangers. In time of need this also allows you to temporarily transform into Power Ranger yourself, although your transformation cannot last for longer than fifteen minutes and is extremely endangering to you.

Monster of the Week (-100 CP, free for Villain Leader) – There's determination and then there's this perk. No matter how many soul-crushing defeats you suffer, you can always, and I mean ALWAYS find something to motivate you enough to keep going. Er, though do try not to use this in the same way other villians do, I mean, if the same basic strategy over and over doesn't work, that could be a sign that there's something wrong with the strategy, just saying.

Aura of Despair (-200 CP, discount for Villain Leader) – You are surrounded by air, an aura of despair that instill fear in those around you and makes you appear terrifying. With its use you can force people to follow your orders more easily by making them too afraid to consider otherwise. Overusing it on same person can cause them to develop resistance, same for anybody that knows you closely, so be careful about it.

Make My Monster Grow (-400 CP, discount for Villain Leader) – You have ability, either magical or technologically based, to grow your monsters into size of skyscrapers, with their physical power scaling up to match their new size. You can use this on yourself as well.

Fallen Ranger (-600 CP, discount for Villain Leader) – Once upon a time, long ago, when you were younger, you were a Power Ranger yourself, but then you went down the darker path and became a worse evil than the one you and your team were fighting. This perk gives you years of experience to

draw on and a ton of skills, all of that useful to battle against Power Rangers. It also gives you access to your own temporary Power Ranger transformation, in addition to your other powers, which you can use in time of dire need, but keep in mind that said transformation cannot last for longer than fifteen minutes and is extremely endangering to you.

General Perks

Morphinominal (-100 CP) – You have a solid grasp on the nature and function of the Morphing Grid, along with knowledge on how to tap into it and use it as a 'Source of Power'. You also have capacity to study it and learn how to integrate it into various forms of equipment. In future jumps you will also always know how to access that world's Morphing Grid.

United We Stand (-200 CP) – You and your team are now like a well-oiled machine, quickly learning each other's manoeuvres and methods and figuring how to best work together. This extends to any teams and groups to which you belong.

In The Nick Of The Time (-300 CP) – Your situation sometimes appears to be complete disaster. Your weapons and zords destroyed, all of your allies defeated, you drawing on your last grains of strength. Defeat seems inevitable. Then situation suddenly reverses, you luck coming to your rescue as new solution, new powers, new weapons, new zords, new power-ups present themselves and help you actually win. Once a year this can happen now, with you consciously activating this and causing tide to turn in such way that not only will you win but come out on top and even more powerful.

The Lone Ranger (-600 CP, discount for 'Sixth' Ranger) – You find it trivial to identify goals of organizations you consider joining and find it trivial to join and depart from such organizations as often as you want. You could join the Power Rangers for a bit, then leave to operate on your own and later join back up with them, as long as you did not make leaving a personal thing there will not be any problems with you rejoining. You also find it easy to fit in and integrate into such organizations, making connections with their members much faster than most.

Purifying Wave (-600 CP, discount for Former Ranger) – You are a fount of light and goodness, it's ultimate protector. As such you draw its other protectors to you, acting as uniting force for them in fight against darkness and evil. Furthermore, you actually have found of pure energy within yourself, which you can once per jump release to travel through the universe and either purify or kill all villains and monsters in forces of evil active at that moment. Just like Zordon, although unlike him this will not leave you dead but instead cause you to regenerate into teen, without access to any perks and powers except for Body Mod and only slowly regaining them over the course of next year.

Morphing Grid's Embrace (-600 CP) – Things can get quite dangerous in this world, with fatal injuries being quite a possibility. Luckily you enjoy Morphing Grid's protection, it not mattering if you're on side of good or evil, for once per jump it will give you reprise should you die and will allow you to resurrect, teleporting you to safe location while doing so.

Powers

You gain additional 400 CP to spend in this section alone. All powers listed there grow over the time and with use.

Magic (-100 CP) – You have ability to use magic and with it perform variety of feats like casting spells and making magical potions. Might require you to speak in strange language, though.

Exotic Energy Manipulation (-100 CP) – You have ability to use and manipulate exotic energies like chi and chakra, using it to make your attacks stronger and faster.

Telekinesis (-100 CP) – While majority of humans in this strange world possess potential to eventually learn it, only handful does actually do it. Several monsters and villains also possess ability to use it. You are now one of these rare beings that can use it, starting out capable of moving small items like screwdrivers and cups, but can with training develop capability to use it for heavier things.

Energy Blasts (-100 CP) – You have power to produce energy blasts, either through your hands or by blowing them out of your mouth. These blasts detonate upon hitting physical obstacle and are comparable to landmine explosion.

Teleportation (-200 CP) – Power to teleport yourself over great distances, easily managing it between Earth and Moon. For additional 100 CP you are now also capable of teleporting others. Any greater distances require your ability to be backed up with technological teleportation.

Aerokinesis (-200 CP) – Ability to manipulate air and its movements, which can be used to create whirlwind attacks, to fly through the air and so on.

Hydrokinesis (-200 CP) – Ability to manipulate water and its movements, which can be used to create water blast attacks, to walk on water surfaces and so on.

Geokinesis (-200 CP) – Ability to manipulate soil and its movements, which can be used to to create dust bomb attack, move by tunnelling through soil and so on.

Electrokinesis (-200 CP) – Ability to manipulate electricity and its movements, which can be used to create lighting blast attack, cause storms to form and so on.

Pyrokinesis (-200 CP) – Ability to manipulate fire and its movements, which can be used to create fire blast and fireball attacks, and so on.

Cryokinesis (-200 CP) – Ability to manipulate ice and its movements, which can be used to freeze up surfaces, beings and air, cause snow and hail to start falling, and so on.

Shadow Manipulation (-200 CP) – Ability to manipulate shadows and their movements, which can be used to create shadow ball attacks, shadows to form into physical constructs, somebody to lose their sight, and so on.

Plant Manipulation (-200 CP) – Ability to manipulate plants, which can be used to accelerate their growth and direct said growth, to direct their movements, and so on.

Genius Intellect (-200 CP) – You are now one of smartest people in the world, comparable to Billy Cranston and Angela Fairweather. With just some samples you can easily figure out how to create new technology, including zords, weaponry and vehicles that Power Rangers might use. You make intuitive leaps whenever presented with new problems and are capable of easily figuring out most difficult riddles.

Super Strength (-200 CP) – You now possess super strength, easily capable of lifting several times as much as normal humans can, like for example picking up a car and throwing it.

Armoured Skin (-200 CP) – You have naturally armoured skin, which might appear as an exosteleton or as a growth of scales and is as hard as a rock. Might have a coloured shine to it. Can be toggled on and off.

Enhanced Agility (-200 CP) – You have enhanced agility, with your flexibility, coordination, balance and endurance all getting boosted to natural limits of your body.

Summoning Spirit Animal (-200 CP) – You possess ability to summon your spirit animal as a semi-physical construct and use it to attack other beings or other summoned spirit animals. While such spirit animal isn't powerful enough to actually kill, it can definitely cause considerable injuries.

Duplication (-300 CP) – You have ability to create up to 4 clones of yourself that last up to an hour. When dismissed or destroyed you gain all of their memories.

Super Speed (-300 CP) – You gain power to move so fast that you are seen by others only as a blur. Somes with enhancement to reaction time and reflex. Your maximum speed is somewhere around the speed of sound.

Ptera Scream (-300 CP) – You are now capable of emitting a destructive sonic scream from your vocal cords, which is powerful enough to flatten anything in the scream's path and had added effect of harming the target's hearing. You are of course naturally protected against these side-effects of your power.

Invisibility (-300 CP) – You now possess ability to turn yourself invisible to normal sight, although you can still be detected in infrared spectrum. You also fail to maintain your invisibility if you get hit by anything. When used this powers extends its effect to your clothes.

Camouflage (-300 CP) – You now possess ability to blend into your background, akin to a chameleon or a octopus. Depending on rate of your movement slight outline of your body can be seen. Unlike invisibility this can be maintained even when hit. When used this powers extends its effect to your clothes.

Enhanced Sense (-300 CP) – One of your senses is now considerably enhanced, giving you an ability like telescopic vision or enhanced hearing or smell over vast distance.

Phase Shifting (-300 CP) – You now possess power that allows you to phase through solid objects at will, which can be very useful when trying to escape enemies or dodge physical attacks. Extends to your clothes and other accessories as well.

Force-Fields (-300 CP) – You now possess ability to create force-fields, which can be used defensively (e.g. as a barriers), or offensively (e.g. to cut off an opponent's oxygen supply), or as a force of propulsion. These Force-Fields might have a coloured shine to them.

Molecular Alteration (-300 CP) – You now have the power to transform your molecular structure to the structure of anything you touch. This gives you the physical properties of the object you touch. One example of use for this is to transform your hand into organic metal with use of iron, which would increase physical power of your punches.

Empathy (-300 CP) – You now possess ability to feel emotions of being around you, including people, animals and monsters. Being surrounded by bigger groups can be detrimental, though, because of overlap between their emotions and inability to differentiate. Similarly concentrating too much on one being can result in you adopting their emotions.

Psychometry (-300 CP) – You gain ability to sense the auras of anyone or anything in your vicinity. You can also physically manifest your own aura. Using this you can identify general emotional sense of people near you, if they are lying or being honest, if they are scared, and such. It can also be used to detect invisible or camouflaged beings.

Precognition (-300 CP) – You now possess ability to experience visions about potential future, most often manifesting through your dreams. It shows you events up to few days into future.

Agelessness (-300 CP) – You are now ageless, your aging frozen and effectively making you immortal. This ability is powerful enough that you can even survive being frozen in ice for several thousand years.

Animal Telepathy (-300 CP) – You gain an ability to telepathically communicate with animals, which includes being capable of sensing their souls. For discount of 100 CP this telepathy is limited to specific group of animals, like aquatic animals or crustaceans.

Telepathy (-300 CP) – You now possess ability to telepathically communicate with people in your proximity or with people to which you are emotionally close.

Time Suspension (-300 CP) – You now have ability to halt the movement of electrons in your proximity, allowing you to suspend time for up to fifteen seconds. Be careful though because it can drain you too much if you overuse it.

Items

You gain additional 200 CP to spend in this section alone. You may import any similar item into any purchase you make here at no additional charge. Lost, destroyed or stolen items reappear in your Warehouse or a similar appropriate location after 24 hours unless otherwise noted in their descriptions. Companions do not get additional items stipend.

Origin Items

Half Of The Arrowhead (-100 CP, free for Civilian) – A souvenir or memento, small item like an arrowhead, necklace, picture of loved ones, or something similar, something for you to look at when times are desperate and that will instill you with positive emotions, calm you down and make you believe that everything will work out alright.

Job (-200 CP, discount for Civilian) – As a civilian you of course have to worry about things like money and getting job. Even if you are a student you might need part-time job to supplement your income. Thankfully with this you now don't have to worry about finding job anymore as some simple job, like waitress, museum guide or martial arts teacher, corresponding to your capabilities, will soon become available to you. Should you, for whatever reason lose it, you will soon enough find another similar job.

Youth Center (-400 CP, discount for Civilian) – You now own small but successful business, something comparable to Youth Center, Juice Bar, Bike Shop and Cyberspace Cafe. For additional, non-discountable 200 CP, this can be some bigger business comparable to those owned by Mr. Collins or Andrew Hartford.

Shelter (-600 CP, discount for Civilian) – Somewhere nearby to the places where you normally spend your time (school, your workplace, park and such) you have secret shelter, in which you and your friends can safely hide out during monster attacks. You don't even have to worry about it getting damaged in any way. Furthermore, it is hidden so well than only you and those with your permission know how to get there, with everybody else, even if previously shown to it, being incapable of finding it.

Uniform & Weapon (-100 CP, free for Paramilitary) – An uniform that makes it obvious to which organization you belong, is self-repairing and self-cleaning and even functions as light armour.

Standard-issue Weapon (-200 CP, discount for Paramilitary) – A standard-issue weapon of your organization, something like a handgun or a sword. Said weapon does have features like self-repairing, self-cleaning, in cases of guns self-loading, in case of sword always sharp, and so on.

Vehicle (-400 CP, discount for Paramilitary) – A vehicle that is capable of quickly bringing you to the area of monster attack, is additionally armoured to better withstand damage and is equipped with weapons to help hold back monsters. It is self-cleaning, self-maintaining and never has to be refueled. In case it gets destroyed new one will reappear in your Warehouse. You can pick between humvee or motorbike.

Organization's Headquarters (-600 CP, discount for Paramilitary) – Enormous building complex with offices, meeting rooms, training rooms, equipment storerooms, labs, infirmary and even on-site bedrooms. Everything that your organization needs to function as seamlessly as possible. Furthermore it

is hidden so well that only members of your organization and those brought there by them can find it, with non-organization members forgetting way after leaving.

Morpher & Power Source (-100 CP, free for Power Ranger) – A morpher, with which you can transform into a Power Ranger; and a Power Source which provides necessary connection to Morphing Grid. Morpher can be of design of your choice (unless you picked canon team), similarly Power Source can be whatever you want – some of the canon ones include Dino Gems, Energems, Power Coins and Zeo Crystal. While you are connected to Power Source metaphysically and it can be stored wherever you want, a Morpher has to be physically used in order for you to transform, so to make it easier for you, you can summon and dismiss it at will from its storage space.

Power Weapon (-200 CP, discount for Power Ranger) – A weapon of your choosing that is capable of basic energy attacks and can be used as a melee weapon. It is self-repairing and self-cleaning, with summoning effect that allows you to summon and dismiss it at will. When combined together with Power Weapons of your teammates it forms type of a blaster that can easily dispatch regular monsters.

Ranger Vehicle (-400 CP, discount for Power Ranger) – A vehicle in your Ranger colour, that is capable of quickly bringing you to the area of monster attack, is additionally armoured to better withstand damage and is equipped with weapons to help you attack monsters. It is self-cleaning, self-maintaining and never has to be refueled. In case it gets destroyed new one will reappear in your Warehouse. You can pick anything from car and motorbike to galaxy glider and jet jammers.

Zord (-600 CP, discount for Power Ranger) – Your very own Zord, not as random or clumsy as a monster, this is the weapon of a Power Ranger. For the uninitiated, a Zord is a large mechanised vehicle that is designed after the Ranger Team theme and is in possession of specialized gear and/or weapons, though its true strength is its ability to combine with other Zords into a Megazord, an awesome giant robot. But wait, there's more! Buy this option now and you get 4 additional Zords to do with as you please, which you can pilot yourself or have other Rangers pilot them.

Mementos of Former Kills (-100 CP, free for Monster) – Being a member of villain army you've adopted tendency to collect mementos from enemies that you defeated and likely killed. These mementos are nothing significant, can be things like broken weapon, shattered armour or jewellery, but it is definitely an impressive collection that you have gathered.

Signature Weapon (-200 CP, discount for Monster) – A weapon of your choosing that is capable of basic energy attacks and can be used as a melee weapon. It is self-repairing and self-cleaning, with summoning effect that allows you to summon and dismiss it at will. It also had weak aura surrounding it that induces sense of foreboding and fear in your enemies.

Armour (-400 CP, discount for Monster) – Unlike Power Rangers, who rely on being protected by a spandex suit and goofy helmet, you prefer a bit better protection. This purchase gives you complete set of lightweight armour that is as strong as a steel. It can be in any style you want, will scale with your size should you grow, and is self-repairing to boot.

Dark Zord (-600 CP, discount for Monster) – Power Rangers might have their Megazord to face against you and your fellows when you grow in size, but sometimes facing against them with Zord of your own might work better. With this you now have Dark Zord that can easily hold its own against Megazord and comes with its own weapon and attack. You can pilot it directly or remotely.

Viewing Globe (-100 CP, free for Mentor) – A magical-appearing viewing globe, computer screen, crying pool or anything similar that views you to observe attacking monsters and battles between them and your Power Rangers, helping you keep apprised of battle's progress and making it easier for you to provide your protégés with advice and suggestion.

Sword of Light (-200 CP, discount for Mentor) – An ancient weapon, imbued with pure good energy, which increases strength of its wielder and allows them to take down a small squad of their equals while using it. Furthermore, when picked up by person under evil influence via things like possessions, curses or potions, it can purify them and free them from said influence. When used by somebody with access to Ranger power it can be used to turn up to 4 additional people into Power Rangers temporarily. Can also be used to execute permanent transfer of Ranger powers from one person to other.

Training Facilities (-400 CP, discount for Mentor) – A pocket dimension, which can be magically adjusted to mimic variety of situations, used by Power Rangers for training. Can become Warehouse add-on after jump or with entrance to it placed to one of your other properties.

Command Center (-600 CP, discount for Mentor) – Your apparent home and secret headquarters in which your Power Rangers can gather to receive vital information about their enemies, to recover from their injuries, to train and so on. In secure location of your choosing, it comes with number of technological and magical protections against enemy intrusion. Comes with meeting room, infirmary, armoury, various storerooms and even parking hangars for various zords.

Terror Staff (-100 CP, free for Villain Leader) – Every villain leader needs to have some sort of symbolical item to them and it appears that terrifyingly looking staff are vogue right now, so you get one just like that yourself. It can be used as a makeshift weapon if you need and to channel your powers, but its primary function is to inspire terror in others and to show your minions who is the boss around here.

Sword of Darkness (-200 CP, discount for Villain Leader) – An ancient weapon, imbued with pure evil energy, which increases strength of its wielder and allows them to take down a small squad of their equals while using it. Furthermore, when picked up by person in service of Good it casts curse of them, turning them evil. Can be turned into a Bow of Darkness form. When used by somebody with access to Ranger powers it can be used to turn up to 4 additional people into evil Rangers.

Monster-Making Machine (-400 CP, discount for Villain Leader) – Being a villain leader means you need to have monsters which you can lead and aside from small circle of monsters that are you permanent minions you still need constant supply of monsters to send after Power Rangers. With access to this Monster-Making Machine you can now do that. How exactly this machine works is up to you, if you want it can be used to animate clay figures or toy figures into monsters, or it can assemble robots and androids from provided parts, or it can bring drawings to life, or anything you want.

Moon Base (-600 CP, discount for Villain Leader) – This does not have to be actually located on the Moon, instead it can be located wherever you want. In any case it is home and headquarters of your forces, which includes dungeons filled with cells and is protected against easy intrusion by Power Rangers.

General Items

History of Power Rangers (free) – A collection of recap/review webseries of the events of every Power Rangers TV series and comics, as narrated by either one of the hosts of That Hashtag Show, or some bloke with a Magic Gun. You will even receive a few episodes based on events of this jump. For an additional 50 CP you can even get episodes based on every single one of your past jumps, with new ones getting added as you complete additional jumps.

Magic Focus (free and available only with Magic purchase) – A wand, staff or something similar that you can use to channel your spells and curses through. Can be combined with one of other item purchases if you want, like Morpher or Staff of Terror.

Power Rangers Paraphernalia (-50 CP) – A complete collection of all Power Rangers TV episodes, films, comics, games, toys, costumes and other accessories. New ones, based on events of this jump, will be added after it is completed.

First Aid Kit (-50 CP, free for First Aid) – A packet of first aid supplies that never seems to run out. Includes everything commonly found within such kits, like alcohol and non-alcohol antiseptic wipes, bandaids, cotton balls and swabs, iodine, bandages, gauze, saline, dressing, eye wash, tweezers, gloves, and so on, even protective gloves, face masks and stethoscope. Anything you might need when coming across civilians injured in monster attack and needing to stabilize their condition until paramedics could arrive to take them to hospital.

Book of Magic (-100 CP, available only with Magic purchase) – A book of basic magical spells, potions and theories, that will make it easy to start learning your crafts without having to seek out a teacher for it. Beware thought that not everything in it will be possible for you to do immediately and that you need to be careful to avoid mishaps.

Psycho Rangers Card (-100 CP) – Looks like somebody made some back-up cards os Psycho Rangers and you have somehow got your hands on one of them, allowing you to summon it at will. Comes in colour of your choice and has **Hit, Hit, Hit**, **Z-Putty**, **Special Skill**, **Mementos of Former Kills** and **Signature Weapon**. It is completely loyal to you and will follow all of your orders. Can be purchased more than once, but with each colour represented only once. After five purchases others are discounted. Non-canon colours allowed. Said Psycho Ranger does not count as companion, but can be imported as such in future.

Carding Device (-100 CP) – While destroying monsters and villains is preferred method used by most Rangers there can be instances when they instead have to be arrested and imprisoned. SPD has solved problem of potential escapes by creating device that creates prison cards, into which then criminals gets imprisoned, in form of miniature pocket dimension in which imprisoned cannot die through any means. You now have access to such device, which can be combined with Morpher, if you have one. Comes with card-holder for filled cards.

Zord Storage Unit (-200 CP, requires at least one of Zord purchases) – Simply put, garage for your zords, located at secure and easily accessible location. During jump has to be placed somewhere physically in world, post-jump becomes add-on for Warehouse, from which Zords can be summoned instantly. Always big enough to house all of your Zords and other Zord-like constructs.

Floating Island (-400 CP, upgrades Zord Storage Unit, requires Sentient Zord purchase) – A floating paradise island, on which your sentient zords can roam freely during their off time. Comes with

free island guardian, which can be imported companion. This island can be hidden or visible to civilian population, depends on what you want, but civilian population cannot reach it without permission from you, one of Zords or its guardian. Post-jump can be placed into pocket dimension connecting to Warehouse or placed somewhere in-jump.

Power Armour/Battlizer (-400 CP, discount for 'Sixth' Ranger and 'Red' Ranger) – Sometimes just your standard resources aren't enough to defeat monster of the week and you find yourself in need to call on a power-up, summoning either Power Armour or a Battlizer, which considerably enhances your attacking capabilities. For additional, undiscounted 100 CP your entire team can now summon such power-up, at weaker power individually, but when combined together getting double of power in comparison to individual battlizer.

Super Zord (-600 CP, discount for 'Sixth' Ranger) – Power Rangers need a bundle of Zords to combine into Megazord, but you, the 'Sixth' Ranger are different in getting Zord that is on its own comparable in power to combined Megazord, easily capable of holding its own against more powerful monsters. Comes with two configurations, bipedal and non-bipedal.

Carrier Zord/Spaceship (-600 CP) – Carrier Zord, which can act as carrier for your other Zords over vast distances and also acts as power amplifier, considerably raising your attacking capabilities. Alternatively, it can take form of a spaceship. In any case it is also big enough to house entire expanded team of Power Rangers and can be used as mobile form of headquarters.

Colony City (-800 CP) – Like Terra Venture, Lightspeed Aquabase or Machine Empire's Moon colony, you now have your own self-sustaining Colony City that follows you through your jumps. It can be space station colony, underwater colony, colony on Moon or whatever else you want, with its inhabitants being randomly generated NPCs created a new for each jump, that are incredibly loyal to you. Any upgrades made to it are fully integrated and in case it gets damaged or destroyed it always reappears in fresh state next jump.

Companions

Imported companions can take drawbacks of their own, but only those that will can apply personally to them.

Generic Companion Import/Creation (-50 CP/-100 CP/-200 CP) – Import an existing companion or create a new companion, for 50 CP getting one, for 100 CP getting and for 200 CP getting 8 of them. Each of them receives one of Origins, freebies associated with it and 600 CP to spend on their purchases, but does not receive any additional Powers or Items CP stipends. Can be purchased several times.

Sentient Zord (-100 CP, required at least one Zord purchase) – Upgrades all of your Zord purchases into sentient Zords and allows you to import your pets, vehicles or AIs as them, as long as they somehow correspond to their form.

Sentient Vehicle (-100 CP, required at least one Vehicle purchase) – Upgrades all of your Vehicle purchases into sentient Vehicles and to option of importing vehicles as them now adds option to import AIs as well.

Sentient Weapon (-100 CP, required at least one Weapon purchase) – Upgrades all of your Weapon purchases in this jump into sentient Weapons.

Android Assistant (-100 CP) – Some Ranger teams had support of Alpha androids, other teams had support of other androids like Redbot. Similarly various villain teams had android assistants or minions. Well, you and your allies now have an android assistant of your own, to help you with things like mission control or logistics. It can be an imported companion or an imported AI. It can have any appearance you want, as long as it is obviously an android or a robot. Comes with **Run & Hide**, **Blending In**, **Head For Gear** and **Viewing Globe**.

Monster Minion (-100 CP) – Your very own monster minion to command and boss around. Comes with **Hit, Hit, Hit**, **Z-Putty**, **Special Skill**, **Mementos of Former Kills** and **Signature Weapon**. Can be an imported companion.

Mentor (-200 CP, available only to Power Ranger) – A mentor for your Power Rangers team. Comes with **Teleport To Us Five Humans With Attitude**, **Aura of Mystique**, **Actual Mentor** and **Viewing Globe**. Can be an imported companion. For discount of 100 CP he or she will met tragic demise within first 5 years of this jump in such way that it will significantly affect you emotionally.

Robot Double/Clone (-200 CP) – A robot double or clone of you that physically looks completely identical and is seamlessly capable of taking your place if needed. Comes with all 100 CP and 200 CP Perks and Items that you have purchased for this jump, before applied discounts. Can be an imported companion, if for whatever reasons you want that.

Team of Power Rangers (-200 CP) – A team of Power Rangers, either recruited from among Power Ranger teams existing in this universe or created by you. Each of them receives **Attitude**, **Instant Morph**, **Morpher** and **Power Weapon**. Together they take one companion slot, but can be separated into individual companions if you want to. When imported into future jumps their perks and powers are equally divided among them. Can be purchased multiple times for different teams.

Army of Foot Soldiers (-200 CP) – An 'army' of foot soldiers, comparable to Putties, Piranhatrons and Stingwingers. Exactly 100 of them, each of them receiving **Hit, Hit, Hit, Z-Putty, Mementos of Former Kills** and **Signature Weapon**. Together they take one companion slot, but can be separated into individual companions if you want to. When imported into future jumps their perks and powers are either equally divided among them or given to their leader. Can be purchased multiple times.

Scenarios

CP provided by these Scenarios does not count against Drawback limit and is provided only once Scenarios are completed. Failure to complete these Scenarios results in Jump-fail and you continue onto next Jump without getting anything purchased in this jump.

Power Quest (+300 CP/+500 CP) – Looks like something went wrong with your insertion into jump, so consequently you start without access to anything you purchased, you instead need to win your right to access and use them. For additional 200 CP, for total of 500 CP, you also lose access to your out-of-jump perks, powers, items and even your Warehouse, getting limited to only your Body Mod. In any case, days after insertion you will be sent on a Power Quest, comparable to mission that Ninjetti had to undergo to get access to their Ninjetti powers or Zeo Rangers to get Zeo Crystal. On said Quest you will need to prove your right to possess them in order to acquire them. The more stuff you will get and more powerful it is, the more difficult and longer said quest will be. This Quest can be done as a dream quest or as an actual mission, in alternative dimension, on different planet, etc.

Reward: **Prove Your Worth** – You can now send your (prospective) companions, minions, passengers, followers, etc. on Power Quests of their own, so that they can prove their worth and loyalty to you in order to receive back their perks, powers, items and other upgrades. Should these be your previous companions and if they fail, then you can send them back to their home reality for free, with perks, powers and items they've acquired through imports getting available to you to reassign to other companions, as long as they weren't native or imported into jumps from which these come. Any non-companions undergoing such Quest can become your companions for free.

Forever Team-Up (+600 CP) – Team-ups like Forever Red team-up when Wild Force team was active, or Retro team when Operation Overdrive was active, or Forever Mighty Morphin' Black team-up from comics are now going to happen each five years and will involve you either as a member of such team-up or as a villain that this group faces.

Reward: **My Allies** – You can, for free, bring along on jumpchain as many of your surviving allies as you want. Together they can take one companion slot or be separated into individual companions. They can bring along with them any equipment and powers they have, getting fiat-backing for them. Non-humans can, if you or they want so, receive additional human form to make it easier for them to interact with normal populace.

Shattered Grid (+1000 CP) – You and your companions are now one of these Rangers, allies and villains of multiverse that have gathered together with one single goal, to defeat Lord Drakkon before he can destroy multiverse with his insane plans. Your original affiliation does not matter for this, your mission is now to see Lord Drakkon defeated through all means necessary. Failure is not an option. Removes Drawback limit.

Reward: **Alliance** – You can, for free, bring along on jumpchain as many of your surviving allies as you want. Together they can take one companion slot or be separated into individual companions. They can bring along with them any equipment and powers they have, getting fiat-backing for them. Non-humans can, if you or they want so, receive additional human form to make it easier for them to interact with normal populace.

Drawbacks

You may gain a maximum of 1200 CP from Drawbacks. All picked drawbacks persist until the end of jump unless limited to your physical age.

Gauntlet Mode (Special) – Instead of doing this jump as standard jump you will now do it as Gauntlet. Starting CP stipend, additional Powers and Items stipends are now revoked. Drawback limit is removed, pick as many drawbacks as you want. Drawbacks now provide double the amount of CP.

Crossover (Special) **–** Combine this jump with any other Power Rangers Jump. Their CP is kept separated. If combined with more than one, then each additional jump (second, third and so on) adds 5 more years to duration of this Jump. Keep in mind that if used then events of picked crossovers have to happen during this jump.

Cameos (Special) **–** What? That does not make sense. What are Teenage Mutant Ninja Turtles doing here? And is that Masked Rider? Superman and other members of Justice League? Yes, you are seeing correctly, due to this toggle drawback every so often cameo by characters from some other franchise will happen, resulting in battle and then in team-up, before they disappear never to be seen again. Or⋯?

Changed Timestream (Special) – Figuring out what is canon and what is not canon for your particular Power Rangers universe can be a bit tricky, especially with all the timeline changes that Time Force, S.P.D. and Hyper Force teams keep causing, not to mention consequences of Shattered Grid. With this you can decide freely what is true for this universe and what is not, including addition of any fan elements you want. Just keep in mind that this will not make completing scenarios or surviving drawback any easier.

Extended Duration (+50 CP) – Your time in this world is extended by additional five years each time this options is picked.

Glass Tube'd (+100 CP, available only to Mentors) **–** You aren't necessarily stuck in a glass tube (though you can be if you're into that sort of thing) but for some reason you can only use your considerable abilities in a support role, anytime you try to take a more active role in the fight against evil you'll find yourself prevented from doing so by outside forces. If you are a 'Sixth' Ranger, you will be allowed to fight once that role kicks in, though you will find yourself still needing to rely on the other Rangers.

I Have A Headache (+100 CP) **–** Whenever your plans fail you get hit with a killing migraine that makes you incapable of doing anything else for next 24 hours.

Verbal Ticks (+100 CP) **–** Whenever something troublesome happens Alpha 5 speaks ''Ai-yi-yi-yi-yi''. Others have their own verbal ticks that can be quite grating for people with which they interact. Like now you have several such grating verbal ticks, which you use every time you interact with others. While people might not be too bothered by them, they will get annoyed with them if they are in your presence for longer amount of time.

Hormonal (+100 CP, available only to Teenagers) **–** What? Did you think you could get around acting like an actual teenager thanks to things like maturity and common sense? Ha! Nope, this drawback will

pump you full of fiat backed power hormones until you reach the age of 21. They reduce your mental age to match that of your physical age, so when you are 17, you act like a 17 year old.

Oh no, not that! Not... teenagers! (+100 CP, available only to Non-Teenagers) – You do not like Teens very much, everything they do irritates you to no end.

Strange Fashion Sense (+100 CP) – Either you like to dress primarily in one colour, have strange haircut, think sleeveless shirts make good vests, prefer to wear medieval-looking clothing, hate to wear shoes, etc., due to it you now stand out among population and have to keep up with constant mocking.

Turned Into A Monster (+100 CP, available only to Civilian or Paramilitary) – At some point after jump's start you will catch interest of a villain leader that will decide to turn you into a monster. Nothing permanent and once Power Rangers defeat you, you'll get transformed back without any injured. Unfortunately, nightmares of your experience will continue plaguing you for some time.

Bullies (+100 CP) – Bulk and Skull, Spike, Monty and Victor, even Goldar. In a way, they were all bullies. Well, just like Rangers, civilians and others had to deal with them you now have to deal with two similar bullies. They will keep coming up with wacky schemes, which will end in their humiliation or impressive failure, but while they might get funny at beginning you will eventually find them annoying, especially as you will keep getting caught in them as well.

Amnesia (+100 CP) – At some point during this jump you will end in accident that will make you completely amnesiac and entirely powerless for duration of one year. During that time you will not remember anything from your past, not even your name and will not know what happened. Your friends and allies will find it impossible to find you, luckily same for enemies. Fortunately you will be found by somebody that will help you until you regain your memories.

Missing Relative (+100 CP) – Sometimes in your past one of your relatives has disappeared under suspicious circumstances and ever since then you have spent considerable amount of time and resources looking for them. Now that you've got involved with Power Rangers and villains you have realized that it is somehow connected to them and will soon uncover hints that indicate they might be in serious danger, making it important for you find them before something terrible happens to them. Time is ticking. This missing relative can be whoever you want, like one of your parents or your siblings. It can be an imported companion, alternatively if you successfully save them you can recruit them as your companion for free.

From Different Time (+100 CP) – You don't belong to this time. Whether you're from the future or from the past, and whether you have ended at this point in timeline intentionally or intentionally, it doesn't matter, you will continue feeling as if you're displaced and having trouble getting used to this time in which you've found yourself.

Damsel in Distress (+100 CP) – There is no way of putting it gently, you are a damsel in distress, always getting into trouble and requiring rescue by your allies. Nothing life-threatening, but quite annoying for people that keep rescuing you. Well, unless you take…

Rita's Favourite (+200 CP, requires Damsel in Distress) – Leader of your enemies has set your sights on your for whatever reason and will do everything possible to capture and imprison you, often

succeeding. Unfortunately their prison is designed specifically to hold you, neutralizing all of your perks, powers, items, skills, etc., forcing you to wait for your allies to rescue you instead.

Uncooperative Zord (+200 CP, requires Sentient Zord) – Seems like your Zord is not going to accept your command just like that and requires you to prove yourself worthy of piloting it. At worst possible moment, in middle of the battle. Thankfully, you only need to prove yourself to your primary Zord for all of them to fall in line, but it's not going to be an easy task.

You've Got To Be Kid-ding me! (+200 CP) – Oh dear! Seems like your enemies have decided on pretty unconventional tactic to try and keep you from interfering with their plans. They have turned you and your allies into kids of pre-teen age, either by cursing you, turning time backwards or through some other means. Unfortunately, their idea worked a bit too well as you lost access to all of your perks, powers and items when they did, leaving you to rely on your Body Mod and natural skills to survive and foil their plans. To make matters worse, this will happen at least once every 5 years for remainder of this jump.

Green with Evil (+200 CP) **–** At some point you will be mind controlled by the faction you dislike more into doing their bidding. Don't worry this isn't a permanent thing, as you'll likely get broken free, but not until you've caused quite a few problems for those that you would have allied yourself with under different circumstances.

Back To Action (+200 CP) **–** Tommy Oliver is legendary among Power Rangers at accidentally finding his way back into action as Power Ranger. Completely unintentionally, according to him. In any case, you now have same terrible luck, finding yourself back in action despite your best attempts to retire and leave it up to younger generations to deal with troubles.

Fluctuating Powers (+200 CP) **–** Your powers have been tied to an outside source, something like magical candle. While without limited duration of existence like green candle to which Rita Repulsa tied Tommy Oliver's Green Ranger powers, item to which your powers are tied will still cause you problems by causing your powers to fluctuate between completely shut off and entirely full on, most likely to happen while you're affected by powerful emotions. Said item is under control of your enemies and you will need to find it and destroy it in order to stop these fluctuations. Affects all of your perks and powers.

Evil Doubles (+200 CP) **–** Seems like evil doubles are now in vogue. Except to have to deal with evil robot duplicates, evil clones and even evil alternate reality counterparts for duration of this jump. Worst part, they can seamlessly take your place and pretend to be you, making it almost impossible for your friends and allies to realize this.

Competent Enemies (+300 CP) **–** Shoot, seems that unlike so many canon examples you happen to be the unlucky one that has to deal with actually competent enemies. Prepare, because this will not be as easy as it seems.

Useless Mentor (+300 CP) – Worse than having to deal with Competent Enemies is being saddled with Useless Mentor. Poor you. Especially as there is no way to convince them of their uselessness and they will continue refusing any means of help at making them better. Get used to stupid plans that have no chances of working, at being ignored when stating your opinion, getting punished for most stupid stuff at worst possible time, and so on. Hope you can still defeat your enemies despite all of this.

I'm A Putty (+300 CP, available only to Monster) – You are now lowly foot soldier in army of your villain leader. Consequently any ability to fight competently has completely left you, you can't speak except in senseless mumblings and are incapable of forming original thoughts. As an upside, you are your leader's favourite foot soldier, but on a downside this means you'll be sent out on a (suicide) mission that you must complete to the best of your abilities. Most of these plans are unfortunately doomed to fail, but you will be summoned back before you can be killed.

After 10.000 Years, I'm Finally Free (+300 CP) – You start this jump imprisoned for thousands of years in some sort of prison, maybe encased in ice or imprisoned in dumpster with Rita Repulsa or stuck on a Sledge's spaceship. You are either in suspended animation while completely aware of everything going around you, or provided with food and basic amenities you need for your survival, but good luck dealing with boredom and annoying fellow prisoners. Roll 1d8*1000 to determine for how long you are going to be imprisoned. Release from your prison happens at point of jump's expected beginning.

Wild West Rangers? Battle Knights? (+300 CP) – Time moves strangely around you. Or it might just be that you keep getting into situations which result in you being thrown into the part or the future. Quite annoying, especially since you'll keep having trouble finding your way back and before you'll manage that you'll always have luck of stumbling across somebody from enemy fraction doing something that you will absolutely need to stop and for which you will need help from some natives of that era… It will get annoying pretty quickly.

Mighty Morphin' Meower Rangers (+300/+400 CP) **–** Is… Is that a cat? Is your faction honestly being led by a cat?!? Oh wait sorry, I made a mistake, it seems EVERY significant member of your faction (other than you) is a cat, and not even hyper-intelligent cats, nope, they're just normal cats, as you might guess, this is gonna give your enemies a significant advantage. Seriously, who thought this was a good idea?!??! Oh yeah, you did. For additional 100 CP you are cat as well. Good luck!

Too Much Pink Energy is Dangerous (+400 CP) **–** And unfortunately your powers from other jumps seem to count as Pink Energy… Don't worry, in order to avert the danger you've been reduced to just your Body Mod, that shouldn't be too big of an issue, after you DID grab everything you needed here RIGHT?

It's Just A RPG And You Are A Player! (+600 CP, not compatible with It's Just A RPG And You Are A Character!) – What? This is strange. Instead of being sent into normal jump you are stuck as a player in RPG game, with your Jumper-self as your character in said game. Game will run until all events covering span of jump's intended duration are played through, with snacks and drinks provided along with breaks for restroom visits and to sleep. Good luck, because your character needs to survive by end of game and his chances will depend on random rolls…

It's Just A RPG And You Are A Character! (+600 CP, not compatible with It's Just A RPG And You Are A Player!) – Even worse, now you are not a player in RPG game, you are instead a character, stuck as a figure for entire duration of game and entirely dependent on your player's skills and luck with rolls to survive until the end of game. If you do, then you can even bring your player along as free companion. Or, if you think it will make your chances better, you can import an existing companion as your player, although they will not have access to their perks, powers or items for duration of game.

Power/Rangers (+600 CP) – Everything seems… Darker… Edgier… Less colorful… Almost as though you are in a fanmade deconstruction of the franchise… Be on your guard, this world is going to try

everything it can to break you and your allies apart, and if you allow that to happen, well, let's just say you're gonna need everything you can throw at this if you're going to survive, much less accomplish your goals… *Does not count against Drawback Limit.*

Ending Options

Your jump has finally reached its end. You have three choices available to you:

- Stay Here
- Continue Jumping
- Go Home

Notes

Double discounts are ¼ of original price.

It is recommended, though not required, that you deliberately space out the acquisition of your purchases here across the length of the 'Season' in order to better fin in with the Power Rangers spirit. E.G. if you buy a battlizer as a Ranger it's recommended that you not have access to it right away and instead get access to it over the natural course of escalation.

If you are a Power Ranger, you receive a Morpher, a Power Weapon, and a Zord for the duration of the Jump. Purchasing any of these from the items section as a Ranger mainly allows you to keep them, and guarantees they work in future worlds.

Mentors receive a Command Centre for duration of the Jump. Villain Leaders receive a Moon Base for duration of the Jump. Purchasing it from the items section mainly allows you to keep them.

If purchase of Former Ranger or Fallen Ranger is combined with purchase of Morpher & Power Source, then transformation isn't temporary and endangering anymore.

Zords purchased in this jump have ability to seamlessly combine with any other zords that you might encounter, either in this jump or in other Power Ranger jumps. This also extends to other zord-like constructs, for example mecha used by various Super Sentai.

Training Facilities is pocket dimension that functions similarly to Holodeck and Danger Room.

If Crossover is picked along with different, seemingly excluding Origins in separate documents, they it is up to you to figure how that plays out.

DLC

Power Rangers Team Generator

Roll in following categories for +50 CP per category or pick for free. Alternatively select one of canon examples for free and forego rolling/picking altogether.

Number of Core Team

Each team starts with specific number of Power Rangers.

1. Five (5) Power Rangers – The most common starting number of Power Rangers. Can't beat a classic.

2. **Three (3) Power Rangers** – Second most common starting number of Power Rangers. Just barely a Crowd.

3. One (1) Power Rangers – Starts with a lone Power Ranger. Isn't this just a Kamen Rider?

4. Free Pick – Pick any one of above.

Number of Final Roster

Different teams have different numbers of Power Rangers altogether by end, depending on variety of things. Teams with more than 7 members often have teammates that act more as reserves than full-time Rangers.

1. Five (5) Power Rangers – This team peaks at 5 Power Rangers.

2. Six (6) Power Rangers – The most common number of Power Rangers on one team.

3. Seven (7) Power Rangers – Sometimes jokingly referred as teams with two sixth Rangers.

4. Eight (8) Power Rangers – Team with 8 Power Rangers.

5. Nine (9) Power Rangers – Team with 9 Power Rangers.

6. Ten (10) Power Rangers – This number is getting pretty high, with 10 Rangers per team.

7. Twelve (12) Power Rangers – Hitting it pretty big.

8. Free Pick – Pick any number you want, including options that aren't included here.

Source of Powers

While ultimate source of powers for all Power Rangers is Morphing Grid, it needs to be accessed in some way through secondary sources.

1. Crystals/Gems – Mythical crystals or gems providing access to Morphing Grid. Canon examples: Zeo, Dino Thunder, Dino Charge.

2. Technology – Morphing Grid is accessed through use of tech. Canon examples: In Space, Lightspeed Rescue, Time Force, RPM.

3. Artefacts – Artefacts like swords or golden coins are used to access Morphing Grid. Canon examples: Mighty Morphin', Lost Galaxy, Ninja Steel.

4. Internal Magical Power – Rangers use their own magical powers to access Morphing Grid, with their Morphers acting as focus. Canon examples: Mystic Force.

5. Internal Spiritual Power – Morphing Grid is reached through use of spiritual forces. Canon examples: Jungle Fury.

6. Mixture – Mixture of two or more from above is used to access Morphing Grid.

7. Free Pick – Pick any of above.

Theme of Powers & Equipment (Weapons, Zords, etc.)

Weapons, zords and even spandex costumes of specific teams are often based around certain themes in both appearance and names.

1. Animals – Team's theme are animals existing at time of their activity.

2. Extinct Animals – Team's theme are extinct animals.

3. Mythical & Legendary – Team's theme are things that public considers to be stuff of myths and legends, and to not exist.

4. Vehicles – Cars, motorcycles, trucks, planes, helicopters, ships or any other type of vehicle for team's theme.

5. Space – Team's theme can be anything to do with space, from rockets to planets. Alternatively, time-travel or dimensional travel are also permitted.

6. Human Profession – Calling most of these a profession might be a bit of a stretch, but team's theme can be based on police officers, ninjas, samurai warriors, pirates, knights and other such examples.

7. Mixture – Mixture of two or more from above is used to access Morphing Grid.

8. Free Pick – Pick any of above.

Villain Team Generator

Roll in following categories for +50 CP per category or pick for free. If you picked canon Power Ranger teams in previous generator, then pick corresponding villain team for free here and skip generator.

Origin of Villain

Over the history of Power Rangers villains came from variety of locations.

1. Earth – This group originates on modern-day Earth.

2. Space – They come from vastness of space.

3. Hell – They come from (one of) hells.

4. Magical Dimension – They come from one of magical dimensions.

5. Future – They come far from future.

6. Alternative Timeline or Reality – They come from alternative timeline or reality.

7. Mixture – They are group originating from variety of places. Mix and match other options, using at least two.

8. Free Pick – Pick any of above options.

Source of Powers

Just like Power Rangers the villains they face also have variety of powers which come from various sources, and can be internal or external.

1. Mutations – Villains have powers that are results of various mutations.

2. Technology – Villains rely on technology for their activities in variety of ways, including possibly being androids or cyborgs.

3. Magical Powers – Villains have access to magic and alchemy, using that in their campaigns.

4. Spiritual Powers – Villains exploit various spiritual forces like mana and ki.

5. Actual Superpowers – Villains have actual superpowers that they use for their campaigns.

6. Artefacts – Villains have access to variety of artefacts of power.

7. Mixture – Mix and match with above options, picking at least two.

8. Free Pick – Pick any of above options.

Primary Theme

Appearance, powers, monsters and so on of villain teams tends to follow some sort of theme as well, either due to their origin or for whatever other reasons... Some are similar to those of Ranger teams, some completely different.

1. Aliens – This team of villains appears outright alien.

2. Demons/Yokai – This team of villains appears outright demon(-ic).

3. Robots/Machines – This group consists of robots, androids and various sorts of machines.

4. Animals – This group is filled with beings bearing similarities to animals of Earth.

5. Extinct Animals – This team appears to be similar to variety of Earth's extinct animals, like dinosaurs.

6. Legendary & Mythological Beasts – Dragons, unicorns, phoenixes, griffins and other beasts from Earth's legends and mythologies might have been inspired by this group. Or is it other way around?

7. Warriors – This group consists of proud warriors, following or at least trying to follow strict rules of their disciplines.

8. Magic – Sorcerers, mages, warlocks, witches, wizards, alchemists, potioneers, and so on. This group is filled with various practitioners of magic.

9. Elements – This group's theme seems to be set around classical elements, either just one or several ones.

10. Mixture – Mix and match with above options, picking at least two.

11. No specific theme – This team just does not have any specific themes, appearing to be random collection of monsters of various types.

12. Free Pick – Pick any of the above options.

Reason for Attacking

Each team of villains that is faced by Power Rangers has some sort of reason, as flimsy as it might be, as to why they went and attacked their team and their home.

1. Conquest – They are known conquerors of the worlds through the galaxies.

2. Revenge – Might be Power Rangers, one of their allies or somebody completely random that spurned leaders of this group in some way, so they decided to get their revenge no matter the cost.

3. Boredom – Ailment nobody wants, boredom has pushed this group into trying to defeat local group of Power Rangers.

4. Bounty – This group is motivated by one of greatest sins, greed. Most specifically bounties offered on either Power Rangers or their allies.

5. Mixture – Mix and match with above options, picking at least two. Maybe this group formed by union of several smaller groups that had different reasons for attacking this team of Rangers.

6. Free Pick – Pick any of the above options.

7. None – This gang of villains does not really have any reasons for attacking. They are doing this simply because they can.