

Kamen Rider Neo-Heisei Part 1

V.2

Welcome to the new world of Kamen Rider! Things aren't as they used to be, here in the new decade of the second millennium. This world is similar to the one you hail from, but of course there are some differences. This world harkens back to the origin of the Riders, people with noble hearts who take the powers of evil and use them for justice against the wicked. Human nature plays a stronger role in these stories, however, as many of the monsters are simply people like you and me, who have fallen into the temptation that power so brings. Will you play into this temptation as well? I can't say, nor can I judge, but know that many of the so-called kaijin are people who wished to live without regret, and simply went in over their head.

You begin in late 2009, in urban Japan. Later in the years there will be activity rising in Shibuya as well as the Amanogawa campus town, but for now you begin in the place where this new age of Kamen Riders has begun: Fuuto City, where the Narumi Detective Agency is working on the mysterious Dopant Cases plaguing the town.

However, there are many factors at play in this world...from the shards of the Earth's own data-entity to the alien echoes of the far-off Presenters, to even alchemical creations forged of sin and desire...To get anywhere, you might need these.

+1000 CP

So now the Question is:

Do you have the courage to ride with the devil?

NOTE: The Jump is pretty long so I've created a helpful tagging system to jump to place to place!

[COMP0] - Canon Companions and Import

[COMP1] - Original Companions

[DROP0] - Drop-in Perks

[DROP1] - Drop-in Gear

[MM0] - Made Man Perks

[MM1] - Made Man Gear

[GS0] Good Samaritan Perks

[GS1] Good Samaritan Gear

[CM0] Creative Mind Perks

[CM1] Creative Mind Gear

[IQ0] Inquistive Perks

[IQ1] Inquisitive Gear

[DB0] Drawbacks

[SIC0] Scenarios

Use Ctrl+F with the tag to skip to that section!

BACKGROUNDS

Drop-in(0) A wanderer from outside this world. Are you related to the Presenters, the alien race that granted the secrets of Cosmic Energy to Man? Are you an ancient entity awoken by the stirring of the Medals? Or are you just somebody passing through and hoping to get some fun and profit? No matter what, you don't have any contacts or connections here, an enigma. On a steel horse you ride...

Made Man(0): You're an ambitious, cutthroat and above all else PROFESSIONAL individual. You've studied and trained hard to get where you are, and because of that I'll give you a choice of either being a freelancer, an employee of the Kougami Corporation, or an...ahem...agent of Museum. You have access to resources, expertise and most importantly power to make waves in this world...just remember that everyone has pay the piper, no matter how high up the ladder you call. Sometimes you have to be ready to put it on the line to get ahead...whatever 'it' is.

Good Samaritan(0): Whether you're a native to Fuuto or you've simply visited, there's one thing that's true about you: You hate seeing people cry. Though you may have been mocked before for being a bleeding heart, you've always floored people by showing a stunning willpower and strength when it comes to helping those who can't help themselves, either by living without so that others can have, or even risking your life for those of others. You may not be a superhero, but you're a good (wo)man....and they can't keep a good (wo)man down.

Creative Mind(0) You reach out for the clouds to grasp a fraction of that glory. They called you a Blue Sky researcher, but with the recent developments showing that yes, mankind can access something unto magic, you've sailed far beyond the mere sky. While other researchers may keep their feet on the ground, you dance across the heavens, working with the super natural and untested energies of the Gaia Memories and the Core medals. However, take heed and make sure your wings are more sturdy than those of Icarus...lest you meet a similar(or worse!) fate.

Inquisitive(0): You look to the past and to the earth for your answers, seeing the value in taking lessons from what's worked for thousands of years. This means you've also learned long-forgotten secrets...Things such as the arts that forged the Greeed, and created the dread weapons such as the Medagabyru. You also know how to use the Earth's might as part of your repertoire...but you should be careful...dead empires are dead for a reason, after all, and nature isn't always fair...Just ask the dinosaurs.

PERKS

NOTES: If a perk would be discounted under 100 cp, you may take that perk for free instead.

[DROP0]

I've covered wars, you know?(Drop-in, 100): You've traveled far and wide, so you know the best out of anyone that this world is filled with conflict and violence. You're not the best fighter, but you've got practical experience in what it takes to get from beginning to end of a gunfight in one piece, as well as being able to counter any underhanded or guerilla tactics you come across, such as IEDs and ambushes.

Working in the Shadows(Drop-in, 100): It takes some dirty dealings to get things done, in a world where you get quite a bit of power from a chip on your shoulder or a burning desire. Only the people who can come out smelling like roses can get ahead. You've got a natural talent for hiding your involvement in less than legal affairs, though completely erasing your trails beyond your ken. Still, you have the basic tricks it takes to keep your name clear from anything illegitimate.

Let's Start the Earning(Drop-in, 200): It's all about that paper. Hopefully Mercenary work isn't too beneath you, because you've got a natural talent for picking it up. Lucrative work in interesting places always seems to find its way towards you, and if you've got the drive to see it through, making 50 million yen in a year or two won't ever be an ordeal. They also tend to get you involved in the kind of events you're interested in as well(for example, if you want to learn more about botany, you'll be hired for guarding a precious sample of some rare plant.) Just be prepared to really earn it.

How Prototypical(Drop-in, 200): It's not easy to get early access technology. Or to get it working for you, specifically. After all, it takes some very specific attributes to be able to handle all kinds of cutting

edge tech. You might have to be a certain build, or even esoteric things like a blood type or a gender. Being locked off from the shiny new things because you're not qualified is a pain...so why deal with it? From now on, you're compatible with all kinds of prototype technology, and are the perfect test subject due to that. Brand new drugs that could cleanse your blood of toxins? You're the perfect type. Weapon technology that wears on the person's body over time? It'll still wear you out, but you're still among the best they can find to use it. It'd be hard to find any kind of 'experimental' tech that doesn't suit you well. However, once it goes into mass production, you'll find that the compatibility isn't what it used to be.

Select, Collect, Show Me Your Best Set(Drop-in, 400): It's become immediately clear to you that in this world, everything worth having works best in a complete set. The Core Medals, the Gaia Memories, even those mysterious switches all seem to work on the concept that no single one of them is worth having alone. But lucky you, you're the best collector there is. You've got a knack for being able to complete the set, whatever that set may be. Chaos emeralds? IF you've got that damn 4th one, it'll be that much easier to get the next. A line of precious rare anime figurines? Once you've acquired one, the rest seem to simply make themselves known to you. Whenever you find something that belongs in a set, finding the rest to complete that set becomes much easier.

NEVER say NEVER(Drop-in, 400): All this focus on transformation. Becoming for a short time, something greater. Why not stay that way, forever? The human body is not so weak that it can not support greatness. You've learned, through various means, the ability to enhance humans into psychic soldiers known as Quarks, or revive intact corpses as powerful revenants called Necro-Overs. Necro-Overs are stronger than normal humans, and even more physically capable than many of the monstrous Dopants in terms of their combat ability, able to fight them without any outside empowerment. However, they're vulnerable to sudden bursts of supernatural energy, in this world this is limited to things such as the finishing moves of the Kamen Riders, but powerful spells and bursts of things such as Chi may also put them down outside of this world. In every other respect they're keen combatants, and are even compatible with Gaia Memories for further empowerment, as long as a small injection that stabilizes their being is given every few days. Quarks are less powerful overall, but you can make many of them with a painful procedure that changes the structure of their brain. Quark abilities can vary, but they are all usually related to what is conventionally thought of

as a psychic ability. Telekinesis is a common ability, and some stronger specimens(not everyone is able to take to the treatment easily) are able to call upon abilities such as cyrokinesis, pyrokinesis and post-cognition. It comes down to the individual in the end, but the treatment doesn't require any maintenance like the Necro-Overs do. Who needs to henshin with warriors like these?

Plug N' Play(Drop-in, 600): Despite how disparate the power sources of this world are, from the knowledge of earth to the energy of Space...They seem to sub in for each-other just fine. Turns out, Power equals power. You've learned this, and can make this a guiding principle in your own work. Now, you can 'substitute' and 'mix' different kinds of supernatural items of power for one another, as long as they both even out in terms of how much potency there is. You could, for example, use a Gaia memory in place of a mystical gem in order to enchant a sword. Or the opposite, you could refine the gem to act as a memory for the purpose of transforming! You could also combine a Gaia memory and a cosmic switch onto said blade to pump it further than either of the two...However, the greater the imbalance in power between the 'mixed' sources are, the less stable and more prone to failure the results become. One of the greatest examples of this principle-Power equals power-in action is the Ginga O Driver, a device that utilized both a powerful set of core medals from the future and a unique cosmic switch with vast cosmic energy in order to transform a normal human being into a kaijin rightfully called "King of the Galaxy."

The Power Cosmic(Drop-in, 600): Space...a wondrous world filled with infinite cosmic energy. A mysterious power, its greatest ability seems to be creation. It forms mass and advanced technology from seemingly nothing, and now that power is in your hands. You are infused with the nature of SOLU, or the "Seeds of Life from the Universe." This substance is able to use cosmic energy to replicate and even enhance technology! At first, you will only be able to mimic existent Astroswitches(which are themed after objects or natural forces, with things such as magnetic power, strong tower shields, scanning cameras and missile launchers available in switch form) and other cosmic energy-based technology (Things such as the Fourze Driver which can utilize switches to create equipment, or the Foodroids that use these switches to perform functions such as surveillance and data analysis) that you encounter, but in time you'll be able to create entirely new switches or even apply these abilities to any form of technology you come across, able to tweak it for compatibility with the Cosmic Energy-infused switches(which can boost their effectiveness far beyond normal.)

[MM0]

Ride Out!(Made Man, 100): You're a driven young person, and you know it's important to get everywhere on time. Thankfully, your skills on a motorcycle mean you never have an issue getting there...just getting there safely. As long as you're riding a motorcycle, you know the best way to get from Point A to point B with as little time wasted. Now if only the path didn't go through some buildings.

Sealing the Deal(Made Man, 100): Part of working for your organization was making sure things went through. After all, it's annoying to have someone on the cusp of a decision, joining you or buying your product, before changing their mind at the last moment. You don't have to worry about that anymore though. You can now 'lock in' a deal, that is, set it up so that you can ensure that people find it hard to go back on the decisions they've made in an agreement(such as a contract or deciding to buy something off of you). Making sure they keep to their agreement becomes that much easier, as well.

Read the Manual(Made Man, 200): As a trusted member of your organization, you have to be ready to handle whatever gear you're given, either to use or hand off. You're no slouch, though. You can now read through documentation and instructions quickly, and instinctively act on them as if you knew it by heart. You know exactly which switch does what, as well as what buttons are most useful in any situation. Of course, you better hope there IS documentation, or things might be a bit...dicier.

Security Detail(Made Man, 200): Entrusted with the safety of a building or facility, you're untiring in your vigilance. If you consider one place your "sanctum", you know immediately the vulnerabilities and entrances, where it would be smart to fortify and where it would be easiest to keep off invaders. You could cover the weaknesses of even a wide open building like an apartment complex just by yourself!

Part of the Family(Made Man, 400): It's an unfortunate truth of the business world that everyone involved tends to see each other as a necessary evil. Employees see their superiors as annoying taskmasters that need to be endured to get their paycheck, Employers and managers find working with their employees like herding lazy entitled cats, stockholders are in a constant deadlock with CEOs to try to fill their own coffers. It's

all kind of cold-hearted, and that's not even getting into what you have to deal with if you're in a less than shady organization like MUSEUM or Foundation X. That doesn't mean loyalty and camaraderie is nonexistent, however, and you're a testament to that. You are the exception to this heartlessness, and you'll find that making true friends with your coworkers, superiors and the people who work for you is significantly easier. You might even be unofficially adopted into the leader's family, they regard you so well. Whatever the case is, they find a true loyalty within you, and will return it with interest.

Want it, Need It(Made Man, 400): Marketing is a heavy expense. Why deal with it? It doesn't take a lot of effort for you to make a totally unknown product into the Must-Have for people in certain social circles, all through word of mouth. It only takes a few sentences from you to get people's attention, and getting their interest doesn't take much more effort. Being able to shill your goods and services with almost no effort seems like an appropriate skill for the best operator your people can find, right?

Trade Secrets(Made Man, 600): Some things are simply on a need to know basis. Clearance level for many organizations isn't just another ranking system, it's meant to be used only with people who actually need to know the information involved. People who are of higher rank might not have the clearance or even the permission to access the information that people beneath them have the clearance for. You're the exception, of course. Now you have access to all the information and resources of the people who are underneath you, regardless of "need to know" status or clearance level. You can even extend this to the projects your subordinates have taken independently, or the 'secrets' of branch offices/companies you're associated with. You're the boss, or at least the trusted subordinate. You shouldn't have to deal with middle men.

Right-Hand Jumper(Made Man, 600): You've gotten your place for a reason. You could almost singlehandedly run this joint! You know just what it takes to make a large organization run smooth as silk with minimal effort, able to delegate and schedule like the God of Bureaucracy itself. You may need managers here and there to communicate your directives for larger companies(they'd have to span more than one country to get to this point, though) and even then, it's remarkable what you can accomplish with simply a few memos and emails. All the skills it takes to be the hypercompetent professional you are.

[GS0]

Reach My Hands Out(100, Good Samaritan): You've been surrounded by the suffering and hurt of others for so long. At first you may try to ignore it, but now the regret has grown so much you may feel the want to relieve it. You know how, now. While you can't extend this farther than you can see with your own two eyes, you have a gift with relieving the stress of others just by talking to them, as well as having the sensitivity and skill to ascertain what troubles them and what kind of solutions there could be. Sometimes all it takes is to extend a helping hand.

Nothing in this World is Useless!(100, Good Samaritan): You see the goodness in everybody and the beauty in everything, and it means you can find value in what was otherwise thrown away. You have a nice habit of discovering new uses for otherwise broken or ugly things, and you're also able to find the good parts in people and bring them to bear if you talk with them long enough. You can even apply this to what you're wearing and make a tie-die poncho with bright floral underwear work as your outfit, if you so wish. By seeing the value in otherwise forgotten things, you create it in others.

Half-Boiled(200, Good Samaritan): They mock you because you're kind, saying that goodness has no place in this world. Greed is a physical force, and this city is so full of troubles. To survive it, they say, you need to be hardboiled. But that isn't you...and that's fine, because you're something much better. You're the one who will befriend everyone in this town. With this, People now see you as a harmless do-gooder until proven otherwise, underestimating you or considering you just an overall trustworthy person, making it easy to open up to you. You're also seen as more of a great person overall. Your gentle heart is what they mock, but it is your greatest strength.

Known Wanderer (200 CP, Discount Good Samaritan): There's nothing quite like the outdoors- the sights, the sounds, the smells. Ah, the great open world! Or, it would be anyways if you didn't end up strutting into warzones. But your feet can walk a little lighter, for you know how to take care of yourself! A good knowledge of safe plants and their identical, deadly-poisonous counterparts, how to start a fire in a few minutes flat, the best way to navigate through unknown forests is all good, but besides the wild world you've got ways of scraping by in the 'civilized' places- how to beg and busk, how not to get caught and taken into custody- granted, you're gonna be living like a hobo, but some people really don't desire

much past being able to buy a warm meal or two a day and how to find the local shelter. Hey, even if you're not the good-natured wanderer, it pays to know if you're ever caught broke and alone.

Two in One Jumper (400 CP,Discount Good Samaritan): The poor fools had better know how to count. Two minds are said to be better than one, and this means you're a shining example of it- though obviously knowing the person in question would help, even mere acquaintances and you can coordinate to the degree of an acrobatics performance. Get to know someone real well, and I doubt it'd matter much if you were controlling the right side of a body and then the left- a meeting of the minds is preferable in your case, no standing stock still while you argue with your mind-roommate anymore. This can be to the point of working as two parts of a greater, stronger whole.

Superior Combination(400, Good Samaritan): The Kamen Riders of yesteryear were single-form affairs, with at most a super mode. Even when multiple forms were had, it was usually extremely binary..."Strong form", "Fast Form", "Ranged form." However, the 000 driver, W Driver and Fourze Driver all allow for mixing and matching capabilities...which often means a lot of stumbling to figure out which configurations work best. Much like how Shotaro and Phillip were able to find the ideal combinations of their powers such as Luna-Trigger and Heat-Metal, now you have a greater instinct on how to make the best out of the abilities you have already. Right away you'll know how to synchronize a Kamen Rider belt's gimmicks to the best they can be, but with some practice you'll be able to extend this synergy to all of your abilities, getting a strong knowledge of the possible effects of different combinations. Sometimes your greatest techniques are better than the sum of their parts, after all.

Above the Influence(600,Good Samaritan): Absolute Power corrupts Absolutely. It's the unspoken link between the 3 sources of power in this world. Gaia Memories sold and bought by shadowy underground crime rings, Cell Medals that are generated through greed and desire, Zodiarts switches that use dark Cosmic Energy leave their poor Switchers begging and hungry for one more ounce of power. They thrive on the desire of the meek to finally stop being victims... but you don't agree with that. You don't see weakness in being good, and you also don't find the allure overpowering. You have a stronger willpower, and you can completely ignore the addictive effects of Gaia Memories, Cosmic Energy as well as the overpowering amplification of Desire that the Core medals brings. This doesn't make you immune to ALL of the side effects, as Gaia Memories can make you physically

bonded and becoming a Last One Zodiart will still maintain the effect of freeing you from your body. But now you have the proper strength of will to use Zodiarts Switches and Gaia Memories without the mental drawbacks, and use the Core Medals without the greed completely overtaking you as it did the first Kamen Rider 000. Other 'addictive' magical effects also fail to find a grasp on your mind, though if they possess physical drawbacks those will still be present.

Power to Tearer(600, Good Samaritan): There are some things you normally wouldn't do. Things you've declared "Not me", things that would normally be taboo or unordinary from you. But sometimes that is exactly what is needed. You can declare a code that you consider unbreakable, it doesn't need to be extensive, it can even be one guiding principle...But it has to be one you simply cannot be something you would agree with under normal circumstances or considered a trifling matter. But if you find yourself in danger and in need of power, you can gain a tremendous boost in your capabilities in every factor(speed, power, potency, viciousness, pretty much anything you can name that's relevant for combat) by actively breaking the principle, either in battle or just tossing it aside for that duration. If you vow to never harm innocents, you'll be extremely reckless and devil-may-care for collateral...but on the flipside, if you vow to never have a fair fight, you'll gain this advantage by acting honorable and fair in the fight. It doesn't matter the morality of what you vow, only that you normally would never do it. If you casually break it (Twice a week is a good baseline, anything less than that is safe) then you'll find the power dropping by half until you renew the vow. If you're willing to do what it takes to protect others, sometimes small evils are necessary.

[CM0]

In The Right Hands(100, Creative Mind): Making new toys is obviously a cinch for you. Anyone with the right brilliance can cook up the world's next top WMD if they wanted...It's finding out who's actually worth holding the damn thing that's giving you a headache. If it's not because they're evil, it's because they're incompetent and can't operate even a tablet computer without extensive coaching. The worst part is you have no idea they're going to abuse or misuse your creations until it's too late! At least, that's how it used to be. You've learned through hard, hard experience now who's most equipped (morally and mentally) to operate any piece of technology you create, as long as you've at least had a conversation or some time to observe them. In the right hands, even a simple sword can slay the greatest of dragons.

Professional Quirks(100, Creative Mind): So you've picked up a few strange habits in your line of work. It happens. Sometimes you just gotta talk to a strange little doll on your shoulder or refuse to be called anything but "Lord Dragon of the mountains." It's also now a lot easier to not get seen as a weirdo (or at least for it to affect your job prospects) when you act out of the ordinary, as long as you're competent at what you're SUPPOSED to be doing. If you're a molecular physicist who eats nothing but icing on the job, as long as you can prove you're not banging rocks together nobody will begrudge you on it.

Gadgeteer(200, Creative Mind): It can get a little lonely up in the lab...So nobody can blame you for making a few little buddies, can they? You've got skill in creating robots that usually can fit in one hand, with a tendency towards cutesy toy-like designs. Despite usually not being very smart, they have lots of personality, and you can even make them compatible with supernatural energies! You'll only be able to make them compatible with Cosmic Switches, Core Medals and Gaia memories at first, but with time you can give them any kind of supernatural power source...however they're only usually good for one or two things(such as the Bat Shot only being able to stun and take photos, or the Kujaku Candroid being able to fly and attack.) While they usually won't be too strong even with this in mind, the fact that you can create devices capable of at least bothering the powerful kaijin that haunt this world is remarkable in itself. What kind of toy maker does that make you, when your creations can stave off the wolves?

I'll Grant You This(200, Creative Mind): Funny thing about R&D. It's expensive. Like. Very expensive. And usually they expect results, which can be hard to guarantee. Hell, even if whoever's got the purse strings gives you money, you won't be able to afford what you NEED to even start the testing. Of course, as always, no longer your problem. You've got an engineer's wet dream, now: An almost unlimited budget. As long as you've got a major patron, your R&D efforts are cost-free, you don't need to show results or fill out a quota. Just keep working, and the costs will be waived one way or another...But it DOES pile up, so don't be too wasteful, okay?

The Ends Justify(400, Creative Mind): One of the most frustrating things with research is when you hit a dead end. All that time, energy, and money wasted on NOTHING. However, when one door closes, a window opens. You'll now find that as long as you put a clear and focused effort into researching or investigating something, you'll always get something useful out of it, even if it's minor or tangential. For example, if you were

researching into infinite energy/perpetual motion, you may not ever reach it but you could discover things such as heavily friction-resistant materials or high capacity batteries. Let no effort be wasted.

More Money More Power(400, Creative Mind): You've stepped beyond the bounds of mundane science and into the realm of desire, but marrying the two has become your talent. You now have a greater understanding of the principles that can convert Desire(in the form of Cell medals) into power, which is very potent indeed. For one thing, with enough resources and Cell Medals to do preliminary testing, you'll be able to replicate the BIRTH System which used Cell Medals to create Kamen Rider Birth, as well as the Birth Buster which can 'burn' Cell medals to fire powerful bursts of desire energy as a weapon. You can extend these uses and easily use cell medals in place of regular energy sources for most technology, meaning that if you can get a good steady source of desire, you can essentially fuel your technology on greed. Now doesn't that sound fascinating?

Clear Memory(600, Creative Mind): Gaia Memories are truly devious little things when you first find them. For one thing, they need living connectors just to be used at all. When you DO get them jacked in, it's very quickly clear that they become harmful and addictive, with frequent abusers finding their bodies extremely vulnerable to bursts of supernatural energy like Limit Breaks and Maximum drives...Just ask the Weather dopant. Of course, like any natural resource, it just takes a little brilliance to refine it to your liking. You have the secrets required to take the rough, disgusting T1 Gaia Memories and refine them, creating Memories that are usable without connectors and without the addictive side-effects, though they'll be limited in power compared to raw Memories. In addition, you now have the skills required to create Memory Drivers, using these refined Memories to transform people into Kamen Riders! Tweaking memories is also within your grasp, though you only have the ability to start adjusting them, with the secrets that lead to the powerful Weather dopant being out of your grasp at the outset. In time, you will be able to adjust them so well. Not only that, but you are able to learn the secrets of how to use Gaia Memories as both power sources and create technology that utilizes or interacts with Gaia Memories such as the Memory Enhancers, the Lost Drivers or the Memory Weapons similar to the Jumper Magnum.

Greed is Good(600, Creative Mind): You don't get where you are by not having a little bit of ambition, and that little bit goes a long way in these parts. You have through some ingenuity and a bit of skullduggery, acquired a set of 3 Lost Core Medals. You may check the Jumper Medals

section of the jump to select which Lost Medal set you're using and what powers they'd give if you used them in tandem with a Medal Driver, but you have internalized them into your body and become that unto a Greeed. You're not FULLY a greeed and you don't have a Full Power mode like the Greeed created by Gara and the Mad King, but you do have a few benefits just from possessing this quality. The most direct benefit is that your body is now entirely irrelevant for your survival, becoming made of a substance known as Cell Medals. These Cell medals can easily be lost and gained without harming your overall vitality, though losing too many will reduce you to your vulnerable Core Medals. You also have the ability to create Yummies, creatures that satisfy their host's greed in order to produce Cell Medals. By absorbing Cell Medals, your body becomes stronger, more durable and fast. You essentially get a straight increase to your physical abilities the more Cell Medals you possess, even a Greeed with only one Core and a truly enormous amount of Cell Medals still is able to pose a threat to many combatants in this world. You have become a creature of desire...Go out and drink your fill.

[IQ0]

Making an Impression(Inquisitive, 100): You take...

LARGE STEPS!

You know how to make an entrance, an exit, and steal the spotlight between those two. You're theatrical in everything you do, whether it be making a business deal or making a cake. As a bonus, you also know how to shout without hurting your voice or throat, so speaking loudly's got no side effects!

SUBARASHI!

Terra-fying(Inquistive, 100): You've been touched by the death and decay of ancient things, one can only live so much in the shadow of defeated empires and extinct species before taking on the aura of fear that death so brings. It's not overt, but you can put up a social pressure that shivers people to their core when they witness you, making them either unlikely to disagree with you or just want to stop talking in general. This can make you the proverbial elephant in the room unless you want to draw attention to yourself, someone so foreboding that normal people only WISH they didn't have to acknowledge you.

A Strong Foundation(Inquisitive, 200): You can't do this all on your own, honestly. There's only so much energy, so much time, so much money you have before you need to rely on others for excursions like these. It's not like that's an issue for you, however! You'll find that looking for like-minded and sympathetic people for scientific and business endeavors is a cinch, as

well as ensuring that they're helpful to you. Gathering a crew of experts on any sort of research opportunity is a day's work at most for you! You know how to find the best, and unite them behind a common cause...

Let's Start the Lookup(Inquisitive, 200): You don't get anywhere in your line of work without doing some digging, one way or another. But through skill and patience, you've learned a few tricks. You've got a knack for knowing where to begin the search for information, after all, not all databases were made equal and sometimes the scraps of info you need aren't in widely published journals or even in a book or file per se. Once you arrive where you KNOW you'll be able to find a lead, following up on it and being thorough enough to leave no stone unturned is a cinch for you. This makes you an excellent archeologist as well as incidentally, a not-to-shabby detective. It's not the most glamorous thing, but we all can't be Indiana Jones all the time.

Timeless Tech(Inquisitive, 400): You've been to enough supposedly broken-down tombs to know that things were once upon a time built to last. Though some of their technology may approximate magic, the OOO Driver and Medagabyru should be ample proof that no matter how long they waited to be used, the second someone found these artifacts they were immediately useful. You can bestow that timelessness upon your creations, optionally giving them a sweet mayan/inca/Aztec aesthetic and making them immune to the ravages of time. They won't be invincible but they WILL somehow work after years of poor maintenance in hostile weather conditions. This also means they won't wear out after constant use, which is good for weapons and delicate but vital machinery. Once upon a time, things were built to last. Now, you can bring that back in one way or another.

Born from the Mother Earth(Inquisitive, 400): The societies that lived closest with their world succeeded. Those that understood and lived with their world lasted long and prospered, while those who remained ignorant died of famine, predators and plague. Your connection with the True Gaia(as they're known in this world) means that you have a special capability. You'll find that you can adapt yourself and your creations to act as if you were native to the land around you. This won't help adapt you to, say, a world of acid...but anything less than an entirely uninhabitable land is fair game. In a desert, you can find that your creations or yourself will move easier and unhindered by the sand and heat, wasting minimal water...or in an ocean, everything you create from here on will grow to be waterproof and resistant to pressure. They're only subtle adaptations, but they can be the

difference when you're exploring unknown terrain. Becoming close to your surroundings is the key to survival and success.

Knowledge is Power(Inquisitive, 600): You've reached the pinnacle of your understanding of Gaia's Nature. You can now 'condense' information on a single TANGIBLE SUBJECT into a small ribcage-like implement known as a Gaia Memory. The more complete your knowledge the information on that subject is, the more 'potent' that implement becomes. While normally you require a Living Connector to shoot up- I mean USE these Gaia Memories, the ones you make can be freebased-I Mean used directly. When you insert a Gaia Memory into your body, it fills your body with a powerful transformative energy, creating a powerful monstrous 'shell' around you! The powers granted by this are often germane to the subject, but they usually aren't anything world-cracking. The absolute strongest shown is Utopia, which gave powerful telekinetic abilities, but nothing on the level of omnipotence or major reality-bending. Not only that, but unless you have some way of getting absolutely complete knowledge on a subject(like a connection to the True Gaia Memory), you'll often create incomplete memories that only grant small fractions of their true potential. Still, a Dopant(as the monstrous shell is called) is undefeatable by any mortal weaponry and often a single 'complete' Dopant is enough to present a major problem for the Kamen Rider of Fuuto city. With this, you can weaponize the ideas you've learned...Truly, Knowledge is Power.

Font of Knowledge(Inquisitive, 600): You've dived deep into the Archive and have come out...mostly alive. You've found yourself connected to the True Gaia Memory, the archive of all recorded information on this earth. You now can access what is called the Gaia Library, which can only be seen when you fall into a trance without any awareness of what's going on around you. When you do this, you will find yourself in an infinite featureless mental landscape, with only rows upon rows of bookshelves going on into the distance. These all represent pieces of information recorded onto either paper or a digital archive, which you can access by picking the book representing that information. However...it takes a LONG time to comb through the library normally. Thus, you have the "Keyword" power, now. You can take up to 3 keywords and filter through the Gaia Library with them, taking only the information that mentions those 3 keywords all together. Through this, it'll only show the 'books' containing information with those keywords in mind. This isn't perfect, however, as it only works with information that has been written, and that applies to every world after this jump as well. For example, if you were to go from this modern-day world to a fantasy world, the information you can access would be vastly different, with Gaia

Library changing to reflect this. Still, having all the knowledge on print and ink in any world can be a powerful thing. Use it well, as your fellow avatar Raito Sonozaki did.

GEAR

NOTE: Good Samaritans get a discount on all items marked [HERO], due to their nature as the receivers and users of power for the greater good!

NOTE: As a favor to those of you struggling to fit in all these toyetic gadgets, you get 200 free CP just for the purposes of a gear purchase. Not a massive boost, but it should ensure you get SOMETHING nice for yourself.

Legend Rider Movie Belt(100): The legacy of the Heisei and Showa Eras have made themselves apparent here...just in time for the movie season! By paying this 100 CP fee, you may take two Drivers or henshin devices and fuse them seamlessly, playing up their strengths and minimizing the interplay of weaknesses the two would otherwise impose on one another. They may be Drivers you can purchase here, but you need to purchase the Driver before fusing it with another. Alternatively, you can get a custom job and simply shift an imported driver to either accommodate Core Medals or Gaia Memories. You will re-enact legendary encounters!

I want to be the One!(600): Oh, you want the loadout of one of the Kamen Riders themselves? I can't say I'd give these out for cheap, but on the other hand I can't charge you this much for just the belts...so let's make a deal. You pick one of the following riders, and then you get their belt, their bog-standard loadout(Which will be revealed in the following section), and any of the gear marked with their [TAG] at a discount. Fourze's a special case, due to the "Mysterious Package", so you'll get a selection of his switches with this purchase instead. Discounts stack, Round up costs if they're not divisible by 100, and if a gear option would be under 100 CP due to discounts you can take it free of charge. Ain't it grand? They're just copies, but they work as well as the real thing! ...A bit too expensive, huh? Okay, How about this. How about I...not make them copies? It wouldn't take too much...But someone has to fill in their shoes. You can take this option for 400 CP instead(200 if you already have a discount for that character's set), however...You'll have to take "I've got to be the One?" drawback for that Rider for no bonus CP. If you do more

than one belt purchase with this discount, you'll also have to take that drawback again!

Kamen Rider W(discounted Inquisitive, Good Samaritan): Starts out with the Hardbuilder motorcycle and the modifications necessary to make it the Hardbuilder into the Hardsplasher and the HardTubuler. This package also gives the Double Driver and the LUNA, CYCLONE, HEAT, JOKER, METAL, and TRIGGER Gaia Memories. Discount Tag is [DOUBLE]

Kamen Rider OOO(Discounted Good Samaritan): Starts off with the OOO Driver and the TAKA, LION, TORA, CHEETAH, and BATTA Core Medals. Discount Tag is [OWES]

Kamen Rider Fourze(Discounted Drop-in, Good Samaritan): Starts off with the MAGIC HAND, CAMERA, PARACHUTE, CHAINSAW, HOPPING, ELEK, SCISSORS, BEAT, CHAIN ARRAY, SMOKE, SPIKE, WINCH, FLASH, SHIELD, GATLING and FIRE Astroswitches. Discount tag is [FOURZE]

Kamen Rider Birth(discounted Drop-in, Made Man): Starts off with the Birth Belt, and the CLAWS system fully operational. Discount tag is [BIRTH]

Drop-in[DROP1]

Cool Jacket and Shades(100): It's 100 miles to Fuuto, your bike's got a full tank of gas, you've got a thick leather jacket of any color with your name, motto, and personal sigil emblazoned on it, it's dark... and you're wearing wicked sunglasses. Hit it.

Bowl of Never-Ending Udon(100): Delicious. You get a nice big metal bowl that has a little cover on it...When you unveil this cover, you'll find that a fresh steaming bowl of the thick, spicy noodles are inside with whatever spices and toppings you desire. All you need to do to recover the bowl is to close the cover...and open it again! Stay fueled for the mission, jumper.

Widget Detector(200): You think something like this would have already been created. Sure, the Gorilla Candroid can cover it...but this one is so much better in a lot of ways. For one thing, this gives you the actual directions towards what you set this device to look for. It resembles a stopwatch, oddly enough...In any case, this device is set to detect any Zodiarts switch, Gaia Memory or Core Medal within 100 miles of where you are, as well as being able to detect the energies of the monsters that

those devices create. Not only that, but you can set this to detect any supernatural energy you already have a sample of! (though it will count all universe's variations of that energy as separate. For example, if you were to use it on the magic of one world, then move on to another jump with a different magic system, the Detector wouldn't be able to detect magic on that world until it was set with that world's magic.) You can have up to 3 energies detected by this device at a time, but no matter the limitations, it's invaluable to know where potential situations can arise!

Aqua Miraider(200): A strange vehicle from the future! It's a jet ski, however, it may absorb water in both the vapor and liquid form to convert it to a power source known as Manas Aqua, allowing it to gain a boost in durability as well as the ability to fly! Otherwise, it's extremely quick and is a dependable vehicle all around!

[BIRTH]CLAWS Personal Type(400): The Birth System's greatest strength is the versatile armory it has, allowing Kamen Rider Birth to access up to 5 weapons known as the CLAWS. However, you've found access to Dr. Maki's special prototypes...Cybernetic takes on the CLAWS modules! You have a few cybernetic Hardpoints to accommodate the 5 weapons! One purchase of this will give you a single weapon, and subsequent purchases will get you more weapons up till the complete set.

The Weapons are:

- Breast Cannon: A Cannon mounted on the chest hardpoint, it has a strong burst that can only be made stronger by introducing more cell medals into the firing mechanism! There's no cap on how many medals you can place into the weapon, but at a certain point the power of the blast will launch you back, since your body hasn't been altered to handle the higher end potential of the cannon.

- Caterpillar Leg: Treadmill legs that allow you to get over rough terrain as well as improving your speed...as a side bonus, your kicks have much more oomph as a result of the rapidly speeding treads!

- Cutter Wing: A flight pack that embeds itself into the Back hardpoint, you are able to take to the sky with ease and maneuverability, with the wings themselves also doubling as swords! It takes the term "cut and run" to new heights, allowing for effortless hit and run strikes!

- Shovel Arm: A Bulldozer-like arm attachment that allows for fivefold strength in that arm, allowing even an ordinary fit human to lift the kaijin off of their feet and throw them, or smash them into oblivion with a few strikes!

-Drill Arm: A giant drill on your arm, allowing you to pierce through the cell medal bodies of Yummies and Greeed to collect the coins straight from their bodies! IT's a powerful piercing weapon otherwise and can rev up to do continuous damage if embedded in something, as you'd expect from a superbly durable drill cybernetic.

-Crane Arm: A winch on the end of an extremely strong wire, it can be used to gather loose medals in a single swing as well as acting as a whip capable of tearing limbs and cell medals loose from the targets!

[HERO]Prototype Combo Driver(400): When two become one, you'll attain the greatest power...Or so they say. This is a device that you'll find nowhere in this world, so don't miss out. This is a custom driver made just for you, Jumper, with two options here. You can take the Coin Flip Driver, or the Tri-Memory Driver!

The Coin Flip driver is a belt driver that will allow you to take two core medals and give yourself the powers of both, with the arm's enhancements coming from both Medals. The head enhancement will be from the first medal, with the feet enhancement being from the second! Heads and Tails, after all! You may start with any two Core Medals, the list and their effects will be given in the Notes section. However, their capabilities will all be active at once, allowing for some interesting combinations.

The Tri-Memory is a bit different, working off of Gaia Memories and allowing for a single person to transform with capabilities from all 3! Your body will turn tricolor, with the placement of the Memories determining which of the 3 areas(Body, Right Arm, Left Arm) are imbued with that Memory's capabilities! You will gain 3 Gaia Memories to transform with, selected from the Jumper Memory list!

A unique combination of styles, blazing into the unknown, will be your path to victory.

[FOURZE][HERO]Mysterious Package(600) Mysterious Package (600 CP): An odd assortment of stuff here. A rocket-themed motorbike and a black box with some sort of blue image on the front. Smells like collector bait. Inside is a wonderful silver belt with a large transparent light blue attachment- you can call it the Fourze Driver! A lever extends off to the right and four slots are on the front, 2 on either side of a viewscreen of a suited figure. These are Module Basements- and you get a starter pack of the first 4 Astroswitches that fit in them. The orange-button Rocket Switch, the blue-spoiler Launcher switch, the yellow-twisting Drill Switch and the black-flipping Radar Switch. Rocket is fairly obvious- you get a rocket on your right arm that you can boost into people and boost around with. Launcher gives you a missile

battery on your right leg that can fire off a deliciously destructive salvo. Drill manifests a large drill on your left leg, which while making it normally a bit hard to walk makes for a devastating kick especially with a boost behind it, and Radar is a invisibility-spotting, wave-bouncing machine on your left arm. It also can make contact with regular communication systems and has a viewscreen.

Oh, right. The motorbike. Well, it's obviously inspired by a typical white rocketship in design, it's very eco-friendly as it only uses hydrogen for fuel, so don't worry about destroying the environment while you fight evil. Besides being quite a quick and agile motorbike, you can't help but notice strange notches where it could lock onto something for a more stable launch platform. How odd.

Sadly, despite what its styling tells you it wants to do, you highly doubt it could reach the moon on its own. What a tragic story.

[FOURZE]Power Dizer (600 CP): You're suddenly getting a real Ripley-vibe from this whole thing. Standing quite tall, this is a large caution-yellow exosuit with two claws and wheels making up its feet. Surprisingly agile already for such an odd machine, it also has multi-form capability! First it can shift into the 6-wheeled Vehicle Mode, resembling a rover in design. It also has a Tower Mode- though the functionality doesn't seem entirely clear at first, you notice strange protrusions that look like something vaguely bike-sized could lock in and be boosted upwards. It also has missile batteries in this form, so huzzah for that. While the original model would generate so much heat it could scald a normal person during operation, this one has already had modifications to make it safe for anyone to operate made to it. Endless Play awaits.

Good Samaritan[GS1]

Tomorrow's Underwear(100): There's not much you need in this world, just Tomorrow's Underwear and Today's change. This is the former. You get a hamper full of intriguing, randomly designed, colorful and unique underwear of all kinds, suited to your preferred size. The hamper fills itself every sunrise and any underwear that's left inside will get replaced with a new design. Feel fresh and ready to take on anything!

[DOUBLE]Windscale Brand Hat collection(100): These are pretty rare. After all, there was some maniac with a Gaia Memory attacking the stores...You get a selection of fanciful chapeaus inspired by noir and detective novel

styles, unlike their contemporaries they're exceedingly resistant to fire and tearing, it'd take a buzzsaw to cut through these babies! For when you need to feel hard boiled, you can't get much better than this.

[DOUBLE]Memory Gadgets(200): As a lone crusader for justice(Or at least severely shorthanded compared to the bad guys...) you'll need a bit of backup to handle the technical aspects. Luckily, these little guys are here to save the day! Each purchase of this will grant 1 of each the following Memory Gadgets. They run off of Pseudo-memories, which take the form of various small animals! Each one has a few abilities and uses, and are also easily passed off as simple toys to the untrained eye.

- The Stag Phone is a cell phone that switches between Cell Phone Mode and Stag Mode! You can connect the Stag Phone to a vehicle, and it will allow the vehicle to automatically pilot/drive itself to your location while in Cell Phone mode! While in Stag Mode, it can fly and attack, as well as attach itself to weapons to give a greater boost to their effectiveness. It also has a slot for refined(AKA you can use one to transform with a Driver)Gaia Memories in order to perform a Maximum Drive!

- The Spider Shock is a wrist watch that switches between Wrist Watch Mode and Spider Mode with the use of the Spider Memory. While in Wrist Watch mode, it can fire out a grappling hook or tracking beacons that attach to targets, which can then be monitored through the wrist watch's display! While in Spider Mode, it can be attached to weapons in order to give them a secondary attack that involves tossing out sticky, difficult to destroy web nets!

- The Bat Shot is a digital camera that switches between Digicam Mode and Bat Mode! A live video feed can be linked to any digital archive or system while in either digicam mode or Bat mode, and while in Bat Mode the camera is capable of performing weak sonic attacks(amplified if attached to a weapon) and Maximum Drives if given a refined gaia memory.

- The Frog Pod is a speaker that switches between Speaker Mode and Frog Mode with the use of the Frog Memory, which can act as both an MPC player and a sound recorder. When the recording is played back, the Frog Pod can modulate the sound to be anyone's voice. Its primary uses are for audio recording and analysis, as well as tracking shady individuals.

- The Denden Sensor is a pair of night vision goggles that switches between Goggle Mode and Denden Mode with the use of the Denden Memory. It's primary ability is to detect changes in the light spectra and alert its user to targets invisible to the naked eye! It is also used as a surveillance device, being able to store 8 terabytes of information in its Shell pseudo-memory.

Today's Change(200): Remember that bit about Tomorrow's Underwear and Today's Change? Here's the latter. You now have a small tie-dye cloth, about a handful's worth. It has a very unique property, but it only works when you're trying to acquire something. When you close and open the cloth, a small hand-sized item that would work best to help you find that thing will appear. For example, when approaching a vending machine, it'll create exact change for the machine. The interesting part is when you need to bribe, convince or pay someone. It'll give you a small item that would give the best chance to sway them to your actions. However, this doesn't mean always giving a nice little diamond for everyone. Sometimes you get items that make no sense, and that you'll have to work to get them to accept that they desire it. However, it's always something small and meaningful to that person, even in the moment. Sometimes you need quarters, sometimes you need a sandwich. You're prepared to give a little something to make things easier on yourself, thanks to this.

Medagabyru (400): The unfortunate truth of this world is that sometimes evil needs to be destroyed, instead of redeemed. The Core Medals present a particular problem with this, however. They've shown resistance to all but the most powerful of attacks, and they resist pressure and heat that would utterly destroy a normal metal...medal. However, this weapon has the power of negative desire, able to destroy a Core Medal permanently! It resembles a dinosaur themed axe at first, and is already heavily effective against kaijin with just that. However, if you insert cell medals into the axe's opening, it will power up immensely by burning the medal's latent energy, and perform what is known as the Ground of Doom. It is one of if not the only attacks in this world capable of shattering a Core Medal, and if used against a Greeed it will heavily damage if not cripple them. Yummies will be outright annihilated on contact. As if that was not enough, it has a secondary ranged fire mode, and using cell medals in this way will create a blast with the Greeed and Yummy destroying properties of the Ground of Doom, though it cannot destroy medals this way. Some things on this earth cannot be allowed to exist...this is one way of fighting against that evil.

Lost Driver MK 2(400): This is a familiar looking belt, if you've seen the Double Driver. This is half of that driver, allowing someone to transform into a Kamen Rider similar to Joker, Skull or Eternal. You'll need a Gaia Memory to do that, though, and you'll be provided a single free Gaia memory from the Jumper Memory list. You gain a single powerset according to this Gaia Memory, however if that was you all you'd have a pretty difficult time keeping up with Double and Accel, wouldn't you? So here's the true

improvement on the Lost Driver: It comes with a set of weapons! You gain the Lost Saber and the Lost Shooter, versatile weapons compatible with memories and able to perform Maximum Drives as well! For 100 CP, you can select up to two more memories from the Jumper Memory list, whether to use with the Lost Saber and Magnum or to add more forms onto your repertoire. Either way, you're prepared to fight...Whether for justice or power, is your own decision.

[DOUBLE]RevolGarry(600): I didn't know they made more of these things. Oh well, works out for you, tiger. You gain a massive truck, so large in fact that it's treated like a mobile garage, hence the name "RevolGarry!" It usually is shaped similar to Kamen Rider W's face, however you can theme it however you want with this purchase. The important thing is that it can contain up to 3 different motorcycles inside its revolving circular garage compartment, and if you don't have any already you get the SpeedJumper(a normal motorcycle, themed along the same lines as you pick for the RevolGarry) already inside! The RevolGarry is also extremely durable, able to take massive explosions and fly across a city block without a dent in the armor. If nothing else, it makes a good battering ram.

Prism Driver(600): You thought two memories were strong? Let's see them handle four!...Wait this isn't what you thought it was. Oh well, it's still pretty effective. You gain something akin to the Double Drivers, including the ability to mentally 'fuse' with someone by transforming at the same time. However, you gain two extra drivers alongside the Double Driver, in the form of the Prism Gauntlets. By using four memories, you can set a left half memory(think the Joker in CycloneJoker), a right half(The Cyclone in Cyclone Joker), a left gauntlet and a right gauntlet Memory. When you transform using all four, you will gain a combination similar to Double's, alongside two weapons created from the gauntlets that are themed to the memories used in said Gauntlets! You will be mentally connected to everyone involved in the transformation, and those who transformed using the Left and Right gauntlet Drivers will be able to control their respective weapons independent of you, even able to act like drones or secondary combatants as the weapons attack on their own!

You gain 4 Gaia Memories selected from the Jumper Memory list to transform into this state, and while in this state you will be able to defeat kaijin with greater ease than Double, though you won't be able to reach the pinnacle of their combat ability through just owning the belt. After all, a small drawback to this belt is that in order to get the maximum potential, your teamwork has to be impeccable. But that's only a minor hindrance...compared to the arsenal you can bring to bear.

Made Man[MM1]

Connect Shooter (100): The Living Connector Operating Gun, or LCOG is a small device that allows you to give someone a 'Living Connector'...a USB port tattoo that will allow that person to use Gaia Memories without going immediately berserk with power. You've got one now, and know how to make more with minimal resources and effort. They're pretty cheap and simple cybernetics, and basically required if you want to be dealing in Gaia Memories...or have repeat customers.

Loadout(100): Sometimes you have to protect the merchandise. Luckily, your benefactor has found it best to arm you with the best weaponry that money can buy. You get an array of rifles, machine guns and shotguns as well as the ever coveted Jumper Bazooka. These weapons won't do much against kaijin except maybe the Jumper Bazooka, but you can at least fight off normal foes with extreme prejudice.

Briefcase of Gaia Memories(200): This is a number of T1 Gaia memories in an attache case, about 100 in all, made up of the various toy-exclusive and otherwise unused Gaia Memories in the show...including such winners as Bean, Highway, Jazz and You. While it'll take some work to get them working with a Mark 2 Memory Driver, you'll definitely be able to get them selling if you're willing to hustle on MUSEUM's turf, or they could make good raw materials for making new rider memories...or anything else you could do with a good collection of Gaia Memories.

[BIRTH]Giant Jug of Cell Medals(200): It kind of explains itself. It's a massive milk jug(the kind that's pretty hard to lug around) filled entirely with small silver medallions, known as Cell Medals. Cell Medals, as you may have gathered, are reservoirs of greed energy created by the Greeed. They're not useful on their own, but they have a variety of uses! A lot of abilities and technology key off of using Cell Medals, such as the Birth System and the Greeed's ability to create Yummies...and this can last you quite a long while.

[BIRTH]Birth Buster(400): The Birth Buster is Kamen Rider Birth's personal sidearm! In its Normal Mode, it is a gun that uses Cell Medals as ammunitions, firing medal-shaped energy bullets...Using the latent energy in the Cell Medals from human greed. In its Cell Burst Mode, the Birth Buster is capable of releasing an explosive ball of energy, so long as a

Cell Medal has been inserted in it. More Cell Medals will increase the power of this Cell Burst. The recoil of the gun is very powerful, as evidenced by Goto being thrown backwards after firing just one shot, when he fired the gun first time! Of course, you come with a free round of training to handle the recoil. You'll need this gun to blow away the competition, as many weapons don't do much against either Dopants or Yummies...but this one is one of the few exceptions.

[BIRTH]Prototype Birth Driver(400): The Birth Driver is the belt that enables transformation into Kamen Rider Birth! It's been created by the Kougami Corporation to provide a warrior capable of fighting off the Greeed and Yummies in case of emergency, utilizing the Cell Medals and their latent greed-based energy in order to transform as well as fuel its gear. This isn't the full version, unfortunately, there's only one of those around. But Kougami does have a few prototypes lying around...This one's actually pretty good, too. The Prototype that's used by Date Akira when the actual Birth Driver was in use was approximately 70% as strong as the genuine article. This one was made a bit closer to the final product, however, and as such is about 95% as effective. The only main issue is that the CLAWS system is incomplete...You may only activate the Breast Cannon and the Drill Arm, however if you have purchased the "CLAWS personal-type" item option you may integrate the ones you purchase there into this system!

Gaia Driver Mk 2(600): It seems you've gotten the full attention of the Sonozakis...They don't grow these on trees, you know. This Driver resembles a metal belt buckle with a slot in it, much like the Mark 1 that the Sonozakis all use to protect themselves from the overly harmful effects of the Gaia Memories. However, the Mark 1's issue was that it weakened the memories involved...necessitating that the Sonozakis would have to use the absolute strongest memories to compensate. However, this particular driver actually fixes that problem...and goes further! It actually improves a memory's strength and compatibility with you, if you use it with this driver. To demonstrate, you may choose one of the Dopant Memories given at the end of this document to transform with, and you'll find that your dopant form is on par with Nazca at its strongest, or ClayDoll! You may not resemble Skull or Double...but someone who transforms into a more powerful form...How much different are you from a Rider?

[HERO][OWES]Ride Vendor(600): What's a Rider without a Ride? The Ride Vendor is a modified motorcycle mass-produced by the Kougami Foundation and provided to Kamen Rider 000 and Ankh for use whenever needed. However, now you get a personal one, that has the helpful property of taking the place a

vending machine wherever one would appear...Convenient! It starts off in Vending Machine mode, where it can dispense Candroids or regular snack items(Later on you'll be able to stock it with whatever you can fit in a regulation-size vending machine)...but normally it requires a Cell Medal to transform into Bike Mode. Again, this one has been modified so that you may use regular currency if a Cell Medal isn't available! The bike is fast and sturdy, and if used in tandem with the Tora Candroid, becomes the Toridevondor, a wild and powerful machine that can perform energy attack and barrel through obstacles much stronger than it!

Inquisitive[IQ1]

Digging Tools(100): Two kinds of digging, actually. You first start off with the proper shovels and dusting equipment you'd see on an archaeological dig, both sturdy and delicate for any operation you may have. On the other hand, you have some contacts, a few friends in city hall, and enough money to grease the wheels for any investigation work you're trying to do. Sometimes you dig up dirt...other times, you dig up dirt. You're prepared for both.

Infinite Cake Ingredients(100): You now have all of the cake mix, icing, and various sundry toppings you could want to make beautiful cakes of all kinds. You gain a small book of how to make those cakes as well as...oddly enough, a record player that appears to have a record of someone singing "Happy Birthday" at the top of their lungs. Odd.

[OWES]Medajalibur(200): The Medajalibur is a sword that serves as Kamen Rider 000's main weapon, given to him by the Kougami Foundation as a "birthday present"! But, you've got a version yourself, as they based it off of an older weapon that you were also able to replicate...lucky! The Sword seems to have a slot where you can insert the silver Cell Medals... By inserting three Cell Medals into the Medajalibur and scanning them with the O Scanner, the Medajalibur can be used to perform what is called a Scanning Charge, a powerful charged attack that has the odd side-effect of appearing to slice through both its target and the reality surrounding it...however, anything that wasn't the target fixes itself. This is in all likeliness an optical illusion...but it IS rather sharp, so you could see it actually slicing space-time...if only temporarily.

MUSEUM Pass(200): As funny as it'd be to give you a lifetime pass to one of the major museums, that's not what this is. This is, basically, a carte blanche permission to access the research and development laboratories of MUSEUM. It's not permanent, as the Sonozakis and MUSEUM themselves can

reject it if they have reason to believe you threaten their operations...as well as the unfortunate fact that if everything goes to plan, they won't last very long. Still, if you can get while the getting's good, you might be able to nab some information or even an unused Gaia memory from the distributors! If nothing else, it'll make infiltration that much easier.

[HERO]Lux Driver(400): In the past, there was a Rider belt that operated on the howling and whipping wind. In the future, there will be a Rider belt that can turn the water in the seas and sky into the power necessary to fight evil. Now? Now, you have one more device based on the elements...Able to use light itself to become a warrior! The Lux driver is a bit more simplistic than many of the transformation devices here, only able to create a single form through the absorption of light in your surroundings...However, this is made up for by that 'single' form being much stronger than any of the Riders here, at least in terms of pure strength. This driver can transform you into a form that easily tops Birth, CycloneJoker, and TaToBa in strength and speed, as well as being able to take on kaijin and defeat them without needing finishers...However, this is merely strength and speed without precision. You won't be given any abilities by this form, unlike the aforementioned riders, and they have forms that will be able to beat a normal person in this mode...But if you feel like succeeding through pure strength instead of gimmicks, this is the belt you want.

Forgotten Treasures(400): You count the medals, 1 2 and 3...Looks like anything goes, as your search for the treasures of the past has netted you something truly, truly special...You've gotten nearly half of a set of previously undiscovered Core Medals! This means you have 4 medals, and 3 of them are different thus able to be used in a Combo. This is a find that'll truly shake the world, as already the existent Greeed will cause a havoc in Japan...And their medals, a source of truly great power. You may attempt to take them into yourself, and become a Greeed in much the way Dr. Maki and Eiji Hino did, but you will risk losing yourself to your own desire as the power overtakes you. These are also good for using as supernatural energy sources, or possibly for the use of any Core Medal-based technologies...You may select a set of medals from the "Jumper Medal" section, but if you really need this...You can take it for 200(100 if you're an inquisitive) by taking the "Unleash the Greeed" drawback for 0cp, specifically the version of that drawback for the medal set you purchase with this discount. You can do this as many times as you take this option, up until you've purchased EVERY Jumper Medal combo.

Desire Collector(600): ...I suppose that's ONE way of avoiding the problem with Yummies. This is a strange glass canister, about 5 feet tall and 3 feet wide, that can be 'attuned' to someone using the set of pins that come with the canister. When that person feels a strong desire or has that desire filled, the canister itself begins to fill with Cell Medals. The canister can be emptied out constantly with a small funnel provided that pours cells out of the base of the Collector...However, this can be overloaded if an exceptionally strong desire is involved, or if someone with a large amount of ambient greed and ambition in their soul. Otherwise...enjoy the constant stream of Cell Medals! Just don't let any of the Greeed or Kougami find it. They'd have a lot of fun uses for it and they don't like sharing.

Ancient Driver(600): It appears that the King who created the Core Medals didn't only have one driver...You've dug up another one that was created, though this could possibly be the work of one of his Alchemists? Maybe even the power-hungry Gara...In any case, you now have the Medal Crown, the Medal Arm, and the Medal Greaves. The Ancient Driver is the culmination of all of these, however the special part of this is that each part of the driver may be used without needing the other two parts! Therefore, the Crown may give a Head Medal's capability in transformation...and the most important bit, this means you may use Medals without needing other medals to transform! This gives you a leg up on the 000 Driver, as if he has only two or one, he's without any method of transformation...now, all you need is one and you're good. You can also use a one-medal Scanning charge, which means you can last longer and use more finishing moves in a fight than the 000 driver. You start with a set of 3 canon medals to use with this! Use it well.

Creative Mind [CM1]

Identity-Hiding Disguise(100): Because sometimes you just want to play 'mysterious benefactor' without spending too much time on it. You gain a

pair of shades, a wide-brimmed hat, and a scarf to cover your mouth. This doesn't seem like it'd protect your identity as much, but...somehow nobody notices you have the exact same features as someone else as long as you wear all 3 parts together. You could even create a new persona utilizing this, that would act as a second identity if you so pleased. Hell, not even your own family would recognize you...

Spectacles of Dramaticism(100): Huh. I didn't know it was possible for an accessory to be a large ham, but here we are. These glasses come in a variety of designs, whichever fits your personal style most, but they seem to have an odd inclination towards the theatric...They impossibly glare when you're scheming, they come off easily for a dramatic whipping of the glasses, and they repair themselves if shattered against a table. They're not even prescription...But they're damn cool.

[OWES][BIRTH][HERO]Candroid Collection(200): Let's hear it for the support crew! These little guys are robots created by Kougami Corporation to provide support to 000 and Birth, and can be purchased from Ride Vendors normally. Now, you have a set of 8 of every type of Candroid available, present or future! The Candroid is transformed from its Can Mode into its Animal Mode through the pull-tab on top. The types of candoids are:

=Taka Candroid

The Taka Candroid can fly and gather medals, as well as slamming into enemies to assault them. They also serve as a remote control recon that transmit images to any systems you hook them up to!

=Tako Candroid

The Tako Candroid is a flexible flyer that can join with fellow Tako Candroids to form various things like roads, bungee cords, or trampolines. On its own, a single Tako Candroid is able to defend itself by spraying ink at its attacker!

=Batta Candroid

The Batta Candroid is an experimental Candroid that acts as a two-way transmitter. It can't be blocked or intercepted by any merely mundane methods, so it's excellent for secure transmissions.

Tora Candroid

The Tora Candroid is a Candroid created to support the Ride Vendors! The can is capable of enlarging itself and combine with the Ride Vendor to become the Toride Vendor, a powerful combat vehicle.

Unagi Candroid

The Unagi Candroid is designed to gather Cell Medals more effectively, and is also capable of releasing electric shocks! They can be linked together to form restraints and act as rope as well.

Kujaku Candroid

The Kujaku Candroid is a new Candroid developed to gather Cell Medals more smoothly and acts as a straight upgrade to the Taka Candroid in strength and speed. Its peacock-like tail spins at great speed to propel itself, create small tornadoes, and can act like a buzz-saw blade.

Gorilla Candroid

The Gorilla Candroid is a Candroid with a built-in Yummy detection system. The Gorilla Candroid is also physically strong, capable of throwing relatively heavy objects for its size...However, It is incapable of detecting the Greeed, even after they have transformed out of their human disguises.

Tricera Candroid

The Toricera Candroid is a next-generation Candroid developed to utilize the Cell Medal energy more efficiently. It is able to utilize energy that would have otherwise been discharged due to its three Streamagain surfaces. It can ram through any obstructing obstacles and its horns can be used to flick Cell Medals and other small items if necessary.

Ptera Candroid

The Ptera Candroid is a next-generation Candroid developed to utilize the Cell Medal energy more efficiently, like it's brother the Tricera. It moves faster than other Candroids and can transfer information via ultrasound, even using these sonic waves as attacks!

Memory Enhancing Device(200): This is a small box-like device with what appears to be a USB port and a USB stick at the end of it, however, these aren't for the regular memory drives. These are for Gaia Memories, and this device has one simple function. It improves the output of a Gaia Memory 3 times over, making them phenomenally stronger and more potent! However, the main two limitations appear to be that enhanced memories are unable to perform a maximum drive and can only be used for the purposes of a Gaia or Memory Driver(not Double Driver or Prism), so this relegates the device to being used only for henshin purposes. Still, this is a vast improvement on the usual rider form, giving specs that can leave many enemies that would have normally been a challenge in the dust! Despair awaits them on the finish line...

T2 Gaia Memory Set(400): Is this the next generation of Gaia Memories...? They're quite an advancement, if they are. This is a set of 26 gaia

memories, from Accel to Zone, and each one has quite a few advancements on their predecessors. For one thing, they don't require Living Connectors to transform into a Dopant, and the side effects are completely wiped out from these transformations. Not only are the Dopant forms safer to enter, but they're actively stronger than their T1 counterparts, making them very valuable indeed. Their already refined nature allows them to be used in Rider belts with no tweaking necessary, and the most amazing part is that these Gaia Memories are essentially indestructible in combat. Memory Breaks simply do not work on them, and as such as long as the user is able to stay conscious, Dopants can't be broken out of their transformation. Truly, the next generation...But are they necessary?

Jumper Magnum(400): Just because you weren't trained as warrior or brave of heart like the Good Samaritan doesn't mean you should entirely be without defenses. You now have a powerful pistol known as the Jumper Magnum, It can fight off Dopants though good luck getting a memory break with just this. Still, against mundane armor it'll punch right through! Not only that, it's capable of performing a Maximum Drive if used with a Gaia Memory, and wouldn't you know it...You have a free one from the Jumper Memory collection to use with this, if you don't have any Jumper Memories already. Actually, you get one even if you do. Memories for everyone! The Maximum Drive will be themed according to the memory, but no memory is likely to provide a stronger finisher than any other.

Gara's Lost Work(600): You've found that making things by your own hands has always worked out better than using what others have created. Though you aren't usually the type to dig in the dirt, you've managed to find quite the discovery in an old castle, somewhere in Germany...Ah, yes. Did you know that Core Medals were created by humanity? Of course they were. The ambition of man has always been its greatest asset and greatest flaw...You've found the secrets to the creation of the Core Medals and the Greeed, as the Kougami Corporation will discover in the future of this world. However, even the massive resources of Kougami could barely create a set of 3 medals when the fate of the world was at stake, and it took the world's best alchemists and an entire kingdom's worth of wealth to create the 50 medals needed to form the Greeed. The specifics will be found in the instructions given to you, but the reagents necessary are: 9 brains, 9 Hearts, and 9 preserved young(either an egg or a fetus and all of these are taken from the specific animal or creature that is being turned into a core medal), nine 9-pound gold bars, and in order to begin the ritual proper, either 9999 cell medals or a human ritually sacrificed in a manner that will convert their body into the cell medals necessary for the

transformation(the instructions on THAT will be included. Lucky you.) Once this is done, you will be able to perform the ritual that will create a single Core Medal of the creature which was used as the focus. The price of power is high, but it's now one that you can pay...

[HERO]FINALE Driver(600): Dr. Maki never lived long enough to see the creation of the Poseidon Driver, due to...you know, being evil and dying due to his own hubris. However, if he had a say, it'd definitely be closer to what I'm giving you now. As you can see, this device appears to hail from that unfulfilled future...This is essentially a futuristic-looking 000 Driver, with what appears to be a slot for Cell Medals on the side. The easiest way to explain it is that this is the fusion of the 000 Driver and the Birth Driver! It allows you to use the BIRTH system as well as transform and use Combos much like 000! As an added bonus, it also has the ability to 'burn' core medals. If you insert a Core Medal into the Gacha Slot(where Cell medals usually go), it will allow you to transform as if you had the combo for that Medal! However, the medal itself will be destroyed due to the exertion. Nothing can last forever...That's why they call it a Finale. You get one of the Jumper Medal combos to start with, as well.

COMPANIONS[COMP0]

As the song goes, You can't do it alone...when you find the perfect partner, your power will be unstoppable! So, let's get looking, shall we?

Friendship is my Buddy!(100): You've already got pals, why not bring them in? With your initial purchase, you can choose two Companions and give them a free background as well as 400 CP to spend on gear and perks. You can take this up to 4 times in total, to import 8 companions overall with their own CP budgets. Your own true-blue comrades...They also benefit from the 200 free CP for Gear you receive

----- CANON CHARACTERS----

NOTE: If you take a canon character, they will come with their gear(the lists are given in the "I want to be the one!" gear option, this includes whatever has their discount tags), however you will be unable to use or access that gear under any circumstances.

Now, Let's Count up Your Sins!(300, Discounted Good Samaritan and Inquisitive, CANNOT BE TAKEN WITH "I've Got to be the One?: Double"): You ended up losing a small item that you were really attached too and called upon the services of Narumi Detective Agency. However, they've decided you're a friend of justice and have decided to follow you on the journey

through the many worlds.(Onore, dikedo...) Shotaro is a people person with an unstoppable will and a talent for dropping people's guards with his earnest attempts at being hard boiled, but coming off as "half-boiled."

Phillip/Raito is a human calculator and computer, able to process vast amounts of information at once as well as extrapolating from that information in intuitive ways. He also has access to an ability similar to the perk "Font of Knowledge", however his Gaia Library is fixed to this world instead of variable like the one in Font of Knowledge. They have perfect coordination with one another, due to their ability to transform into Double which in turn gives them a 'shared mind.' They both take up a single companion slot, if you decide to take them along!

Seiya!(300, Discounted Good Samaritan, CANNOT BE TAKEN WITH "I've Got to be the One?: 000"): You were wandering in Africa when you stumbled upon a fellow traveler who appeared to be trying to help out a country there...You've reunited with him now, a mr. Eiji Hino, and he appears to have a friend! Said friend is a flying monster arm. Welp. Eiji himself appears to be just as helpful as he was in Africa, but now it appears to have a tangible effect as he is immune to the greed-intensifying powers of the Core Medals! Ankh, the flying arm, is also pretty helpful as he appears to be able to carry the Core Medals around and launch them with a great accuracy...Hell, it'd be accurate to say he has an impeccable throwing arm. He can also possess people, though he changes their appearance in the process...attaching himself as a glove onto the person in question. He's also a Greeed and benefits from Cell Medal consumption. Ankh gave Eiji the 000 Driver as a bid to defeat his fellow Greeed, and the young wanderer's skill with it's pretty respectable! Hope you all can get along, as Eiji and Ankh count as a single companion slot if you take them along.

It's Space Time!(300, Discounted Good Samaritan & drop-in, CANNOT BE TAKEN WITH "I've Got to be the One?: Fourze"): What a strange guy...But he's super friendly, and it appears that he's willing to partner up with you to...befriend everyone in the multiverse?! In any case, you're now friends with Gentaro Kisaragi, a young transfer student to Amanogawa High School. You also get his circle of friends following along, known as the Kane Rider Club! Gentaro's an earnest and goodhearted guy, willing to fight and risk himself to keep the smiles of others...which is why he was chosen to be the user of the Fourze System, despite his lack of expertise at combat. They're a bunch of high school students, true, but they've got a lot of heart.

The Other Guys(200, Discounted Good Samaritan): [WIP]

[COMP1]

===== OC

COMPANIONS=====

NOTE: These companions do not get 200 free CP for gear. They do however have approximately 600 CP's worth of Perks to make up for that except for Jazz Dopant.

Jazz Dopant(0 or 100): What an odd guy...You've found a friend in this man, who appears to be an out of work musician. He never was quite the same after his old crew and his club were burnt to the ground... So he's turned to the unfortunate habit of Gaia Memories. He's particularly fond of his main Memory, that is to say, the Jazz Gaia Memory. Though the dopant form isn't powerful, it does have a strange ability. The Jazz Dopant's song can bring nostalgia and melancholy to all those who hear it, reminded of better times...Something about you makes him think you can bring him some peace in his heart. If you're willing to take him along, he's a pretty down-to-earth guy, he's got a mean right hook, and he does play a trumpet like no one's business...But it looks like he's got the potential for way more if you help him come to peace with that whole ordeal. (If you take him for 100, you can initiate the "Blues Brothers" scenario at the end of the jump and claim it's reward for a certain challenge met.)

The Long Goodbye(300): Fuuto City's a rough town. Some people can't stand to see her people cry...others just try to get through life without ruffling too many feathers. It doesn't matter, anyways...at least not to this jaded gumshoe. He remembers the days that strong detectives he idolized like Sokichi Narumi were able to try and bring a little light into this town, staying strong for it. But he also remembers the days before that damn Spider Dopant ruined it all. Right now, he's willing to go with any job or contract that'll let him pay the rent and break out from the pain of that night that night...and lucky for him, you just stepped through his door. This detective'll now follow you around, and thankfully he's got a few skills to make it worth your while. He benefits from the perks 'Let's Start the Lookup', 'Let's Start the Earning', and 'Working in the Shadows.' He's also good at turning ANY lead he has to his advantage, basically functioning like 'The Ends Justify' when it comes to investigative work. Finally, he has a strong sense of morals, and usually fights to put people down or spook 'em rather than kill them, but if he feels pushed...He's dangerous as they come, essentially operating on the same benefits as the perk 'Power to Tearer' if he gets serious.

She Blinded Me With Science(300): It wasn't easy getting to where she was. As someone who had struggles reading and writing at a young age, in she had

to prove herself at every point in high school, university, and even in academia. It doesn't help she's a bit....unique, with bright and eccentric tastes. But this woman was brilliant in many ways, and she had the strength to push on beyond those who doubt her into the realms of the unknown. She's recently been doing independent research for the Kougami Corporation, forming a professional rivalry with Dr. Maki...She wants to be the one to unlock the secrets of these strange supernatural phenomena...and apparently she's taken quite the interest in you, seeing you as a variable she wants to catalogue. Just humor her, after all, she has some superb skills that easily raise her beyond the feats of her peers! Just...don't let her hear it, okay? She loves getting her ego stroked. This new comrade benefits from the perks 'Professional Quirks', 'Making an Impression', 'Clear Memory' and 'Gadgeteer'...though the gadgets always seem to resemble insects like butterflies and fireflies. Odd. As part of her working with Kougami Corporation, she also has learned to utilize Cell Medals in her creations, effectively giving her the 'More Money More Power' perk.

L'Etranger(300): Some people just weren't meant to put down roots. You should understand that, right? In any case, some people are more naturally nomadic than others. After having everything she could desire but finding material things wanting, this lady decided she was born to live simply. It's obvious she was correct, as she's quickly learned how to get through this world with nothing but the shirt on her back and a dollar or two in change. Still, no matter how much of a wanderer you are, it's lonely traveling this big ol' world on your own, and it seems she's managed to drop her substantial barriers to try and let you into her life. In return, you get an experienced traveler as a new companion, possessing the perks 'Nothing in this World is Useless', 'Known Wanderer', 'Two in One Jumper', and 'I've Covered Wars You Know.' She's already been burnt by ambition and greed in her life, meaning that when temptations comes a callin', she has their number blocked, meaning as far as the Core Medals are concerned, she has the perk 'Above the Influence.'

The Devil in Disguise(300): You've discovered a forgotten being! That is to say, you've uncovered a Greeed forgotten to time... It seems that in the shadow of the first Kamen Rider 000, one of the Alchemists created their own version of the Greeed in order to match him in power. However, that alchemist was found and he was rendered into cell medals for his attempts to overthrow the king. This Greeed managed to survive, however, and now it looks like he's desperate to keep it that way, even if it means going against his nature to take for himself and instead work with you. I wouldn't totally trust him, but he figures it's better the devil you know

than the ones you don't. Because of his origins, he is a Greed and possesses all the benefits of such, as defined in 'Greed is Good.' His nature is defined by the medal set you choose for him, but his supernatural experiences, inhuman intelligence and greedy nature mean that all in all he possesses the perks: 'Superior Combination', 'Terra-fying', 'Collect, Select, Show Me Your Best Set', and 'Sealing the Deal,'

Hypersonic Princess(300): Well excuse me, Princess...Actually, that's unfair. She's a bit of an airhead sometimes, but it's fairly certain that might be a ruse. After all, idiots don't raise as much money for non-profit organizations as she does, especially either through carefully constructed deals and events with the company she acts as an heiress to. If anything, she just seems pretty easygoing and kind to everyone she meets, meaning she's got lots of fans and plenty of people willing to help her out if need be. You met, and while she seemed harmless enough, you found that it became the best option to spill that you were a Jumper to her. She was amazed at the idea of an otherworldly traveler and ever the wild child, she's already gone and made herself your companion. Welp. If anything, though, it's probably a boon to you, as she's got a mix of personal interests and talents that give her the perks 'Ride Out', 'Reach my Hands Out', and 'Half-Boiled.' However, she also has a bit of a shrewd side from her family background, and as such mixes her skills and her friendly nature in a way that acts much like the perks 'Part of the Family' and 'Right-Hand jumper.'

[DB0]

DRAWBACKS

So, your desire's flaring even more, huh? I guess I can sate it...but nothing in this world is free.

If you're willing to take on more burdens, I can provide you with more power...

How does a max of +1000 CP sound?

You better get to work.

Riders who realize your soul has the potential to grant them a power they can barely comprehend...Good luck.

Begins Night(+0): You're starting from a bit further than the beginning, it seems like...You're starting off in the year 2007, a year before Sokichi is killed and Phillip+Shotaro first become Kamen Rider W. You'll find that things will quickly change if you start affecting any events that set up the show, but that might be for the better...

Let's Go Kamen Riders(+0): So you've come here before, huh? I guess we can see how a few events 30 years ago can affect the now. If you've been to any Kamen Rider jumps that take place before 2010(i.e Showa and Heisei era), the events of your jump there are now canon and present as backstory for the current age. Perhaps they will return when you most need them? Kamen Rider W.T.F?(+100): What the hell is going on? It's not often, but there are moments where all logic and internal consistency appears to completely go out the window. What the hell is a "Memory Memory"? Why are a bunch of people with the kanji for 1000 in their name popping up? Why does your benefactor suddenly demand you start recording a cheesy film based on a dramatization of when you first jumped? Why do your various powers start functioning in comedic but inconsistent ways during these times? Who knows? You'll just have to deal with it, and these 'episodes' have no sense of timing. At least you can feel when they come up...

Your Costume needs work(+100): Well that's...gross. It looks like all the riders and kaijins have been changed so that they look...vaguely off-putting. They bend and wave and wobble when they shouldn't, or you see strange zippers and patches where there shouldn't be. It's really kind of unnerving and you're happier to not deal with the beasties when you can, but you can't help but notice how fake the monsters you fight feel, and how chunky and plastic-ky the gear you're using feels in your hands...Ick.

WISP Brigade(+100): A powerful Dopant has made you their enemy! You may choose from one of the following memories...That memory is now tied to a Dopant, who is hunting you down with their prodigious power. The Rocket Dopant can launch themselves around at high speeds and fire explosive rockets, the Laser dopant can become a living lightshow of destructive power, and the Hover dopant can float and dance in the air carefree. You may take this as many times as you want, up till there are no more Special Collection memories to select from. They'll all work together however, and the more you buy the more resources the brigade has access to, scaling up to being able to call upon the various mad projects of Foundation X as weapons and minions. You may give up the ability to take this drawback in exchange for unlocking the "Unlimited Colors" scenario.

Rocket - Missiles, Space, Speed, Flying
Laser - Blasts, Light, Beams, Movement
Cube - Obstacles, Creation, Stacks, Tetris
Hover - Anti-Gravity, Floating, Zero-G, Descending
Spike - Spikes, Violence, Rolling, Striking
Drill - Digging, Piercing, Burrowing, Construction tools

Frenzy - Wrath, Berserker, Beast, Killing, War
Void - Darkness, Despair, Emptiness, Terror

Pay the Piper(+200): It seems like your benefactor had a favor to pay off or two, cause now your warehouse has a landlady. Specifically, a VERY easily pissed off landlady, who only forgives you if you do a humiliating ass-kissing and flattery routine. She also appears to nosell damn near everything you can think of to try and get around not setting her off. Mind control, molecular control, charisma perks, nothing. Literally all you can do is suffer her presence and hope she doesn't lock you out of your warehouse...Again. Any workarounds seem to also be accounted for, if she decides she doesn't like your tone, you just can't access what stuff in your warehouse. She also likes to smack you upside the head with a green slipper for whatever reason...ow.

I've Got to be the One?(+200): Ah...The heroes of this world usually would, through one way or another, take care of their antagonists...even the powerful ones that no other could defeat easily, like the Utopia Dopant or the Medal Vessel...But you aren't given the luxury of letting them handle it anymore. This world's heroes either lack their Driver or the ability to fight off their antagonists, meaning that you're the only one who could fight off their foes. In fact, it's now your responsibility. When you choose this perk, you may choose from either Kamen Rider W, Kamen Rider 000 or Kamen rider Fourze. You now have to prevent their antagonist's plan from occurring(That is, W must prevent the Gaia Impact, 000 must prevent any of the Greeed from becoming the Vessel, and Fourze must prevent Gamou from destroying japan.) You can take this drawback up to 3 times, one for each Rider you're replacing.

Unleash the Greeed(+200): So, a new evil has awakened in the world, possibly Gara's creation. I hope you're prepared...You may choose one of the Jumper Medal sets from the end of the jump. A Greeed with 6 Core Medals from that set will be created, enough for two combos, and already a pretty potent supernatural entity. At first they will keep to themselves, but their ambition and strength in comparison to their revived brethren means that they'll soon become a problem for EVERYONE, seeking to steal and keep as many Core medals as they can...and risking becoming a Medal Vessel early on. They also are aware of you and your powers, as well as what's inside your Warehouse...They'll take whatever they can if you give them the opportunity. You can take this multiple times for more Greeed on the loose, choosing a different Jumper Medal set each time.

Got to Collect them All!(+400): Well, that's unfortunate. Your abilities have all been tied to a number of Gaia Memories, every single one, and distributed across the city for people to openly use. They're also T2 memories, and confer all the benefits as such to whoever uses them, so...They might be a lot more difficult to wrest from their new-found owners. Even after you capture all of them, you're going to have to be switching memories constantly in order to vaguely fight in the same condition as before...Hope you're quick on the draw.

You're no friend of Justice!(+400): An entity like you...You can't possibly understand what it means to be a Rider. The Rider is fangs for the fangless, and a bulwark of the weak. You wouldn't know weakness, and now you've been singled out by the Riders as an enemy...Every Rider here(chiefly W, OOO, and Fourze as well as their secondary riders) will now attack you on sight, and they'll already have access to their full capabilities in order to bring you to justice. It appears some strange man is granting them even greater powers...? He's even turning the villains against you, creating unholy alliances between the Riders and Villains! Who could this mysterious man be?

Space is Awful!(+600): The Presenters are an alien species with a strong connection to Cosmic Energy, befriending species across the universe and giving them the tools to travel into the stars with the power of Switches. Once upon a time, the Core Switch which can unlock the secrets of Cosmic Energy technology was granted to mankind...However, that power was stolen and perverted, one man killing another to take it for his own use. The Presenters have been made aware of this, and judgement has been made on all of mankind. If they cannot be trusted with the positive forces of Cosmic energy, then they must be defeated before they can taint that energy for all the species of the galaxy. The Presenters have declared war, and this is a war that very few if any forces on the planet earth can withstand. The Presenters are the masters of cosmic energy, so foot soldiers with systems resembling and surpassing Fourze's will appear by the dozen, as well as war machines that use the powers of creation and friendship to produce weaponry capable of defeating nearly anyone on this planet, Rider or Not. The Presenters can be reasoned with and shown the light of Humanity, but it'll require a thorough trial...and If that weren't enough, the Presenters have befriended a number of alien species in the galaxy, who will lend their aid with their own kaijin and technology if need be. The allies won't be so quick to forgive, even if the Presenters do. The Echoes of the stars have arrived, and they sound with the drums of war.

The Dead are Not Silent(+600): Oh, you thought you put all that you'd done behind you, have you? What a fool. The Badan Empire has risen from their slumber, a kingdom of the dead and defeated villains who thirst for vengeance against the living that defeated them. Before, this empire consisted almost entirely of the previous Kamen Rider's villains, chiefly the Showa and Heisei riders. Now? You've gone and added all of your previously defeated enemies to the list. That's right, every villain(or hero, I can't guess how you roll) who's death were your clear responsibility(killed on your orders or by your friends too) on the journey up till this point has not only been revived, but is stronger than when you last saw them...and every single one of them is working together. Even if you'd never thwarted anyone before(which I highly doubt), you've attracted the attention of every single villain of the Heisei and Showa era Kamen Riders who realize your soul has the potential to grant them a power they can barely comprehend...Good luck.

[SIC0] SCENARIO 1: BLUES BROTHERS

So... You've decided to give him THAT, right? That's what the 200 cp was for, you know... That photo in your hand. You pass it off to the Jazz Dopant, not in his dopant form. He blinks, and looks up at you. "I'd given up finding out why...But I guess you can help me figure out why that old club went up in flames. I don't mind some help but...I've got to do this myself." A nod. "Let me handle this, alright?" So those are the terms of this little arrangement.

You can't kill anyone who'd give the Dopant a lead on the arson of the club, and if the Jazz Dopant dies in the process of this search, you'll lose him and the opportunity for a greater reward. For now, the photo you've gotten points to 3 possible leads on who was behind the fire...Three gangs on the streets of Fuuto who were present at the night of the fire. The first gang suspected is the Broad Street Boars, a racing and ricer gang that rules the streets with their tricked out rides. Their rides aren't the only ones that are tricked out. Many of the members are avid dopants of the "Motor" memory, fusing with their bikes and becoming massive speed demons. It could have been that they were hoping to settle a feud with the owner, Sanzo, a known racer.

The Second gang on the list is called the Jupiter Monkeys, a bunch of martial artists who appear to be fiercely protective of an abandoned observatory in east Fuuto. They're already skilled combatants, each one of them able to fight off 10 regular men, but with their "Ninja" gaia memories, a few of them can ascend into almost directly martial arts

wizardry. They are known to take jobs for various gangs, so they might have been hired as a third party to take vengeance on Sanzo and Jazz's club. The final gang is the Waterfront Shellshockers, an oddly elusive and careful bunch who appear to be gaia memory distributors alongside Fuuto's waterfronts. They're enigmatic and aren't prone to giving out information for free, but they're definitely tied to this case. If you're willing to risk their usage of gadgets similar to the Memory Gadgets, then you might be able to eke out their connection. At first, it was difficult. Jazz wouldn't be able to take them all out on his own without some training or help, but you couldn't go around defeating them without breaking your bargain...

However, if you can find a way to show them you mean business? They've got...gifts for you, to placate you and Jazz. Each of the gangs offers forth something in order to get you to both back off of the case and eliminate the Jazz dopant.

The Boars offer you what appears to be a silver belt, with a handle much like a motorcycle's...It appears to be a Driver, similar to the Accel Driver! It comes with the Motor memory, allowing you to become a Kamen Rider Motor. They won't divulge where they got it, but they say that the Motor memory with that driver will let you move as fast as their most riced-up bike, and with thrice the stopping force.

The Jupiters begrudgingly give you what appears to be a glove with a wrist brace, that has a space for a Cosmic Switch to sit. It comes with the Starlight switch, and can allow someone to manipulate light as a physical object, shaping it into weapons and shields.

The Shellshockers finally present their treasure: The T2 versions of every Dopant memory, from Terror to Claydoll to Weather. The already potent memories are now enhanced and easier to use, meaning that if you so wished, you could abuse their effects all you want. Weather was so strong, Virus could clear out cities if used properly, Gene altered genetic material as it pleased... If you're willing to sell the man who trusted you out for one of these gifts, choose one, and that's the end of it. You walk away with your new toy, the dopant's mystery unresolved.

If you want to see this through to the end, however, and refuse? Then, things will get hectic. The Gangs will use their gifts in a last ditch effort to silence you and the Jazz Dopant, and as you can tell from the description, these gifts are no laughing matter. This may be your toughest battle yet, as you will still have to keep Jazz unharmed...though you're free to defeat these enemies now with your full might, as long as one of them

lives to tell the tale and cough up the information. You survived? Excellent. It must have been tough, especially with those T2 Dopants, but you made it! Unfortunately, it seems that to spite you, the gangs have set up their gifts to destroy themselves if they were defeated while using them. Damn. The survivors spill the truth. (If you have no survivors, the scenario ends here. Don't be so overzealous.) Now, you've gotten all the pieces together. Each gang had a part in this...but the true mastermind wasn't from any of them. The Boars-hired Jupiters carried out the attack...Killing the bouncers and moving in to distract from their attempts to burn the club, but it appears that the Boars only orchestrated this on request from a man within the Shellshockers proper, who tells you that the only reason they feuded with Sanzo? Is that the owner and bartender had stolen...something from the Shellshocker's best customers. A foundation of some sort... They were able to track him down, but you had diverted them off their scheme to exact a more focused revenge. The Jazz Dopant thanks you, and he'll wonder what Sanzo thought was worth all the trouble.

If only he knew. You approach the home that the Shellshockers informed you of, already it appeared to be under attack. Strange soldiers with psychic powers, Quarks, armed to the teeth have raided the house, and it looked like if you were going to get some answers you were going to have to beat them to Sanzo. It's a bit of a race but if you can handle it? You'll find the barkeep, at the center of a number of defeated Quarks. He reveals his secret... He had been working for Foundation X, when they stumbled across a discovery that was so potent he couldn't help but try to steal it away. He retired and started the Jellyfish Jazz bar as a cover for his schemes to mass produce the belt, when the Foundation cottoned on and destroyed everything. A

Memory driver rests on his waist, which he calls "the NEXTGEN Memory Driver." He was using it to defeat the Foundation X forces with his alcohol-themed "Spirits" Gaia memory. The Jazz Dopant can only ask "How can booze kill this many people?...All at once, I mean." A smirk from the barkeep. Sanzo admits that the NEXTGEN's properties mean that they give a greater enhancement and control over the subject of the Gaia Memory. In his case? He was able to control the trace amounts of alcohol in the human body and use it as a weapon. He directed that microbial alcohol to attack at the brain stem, stopping their vital functions before they even knew what hit them.

The Jazz Dopant, now in his dopant form, faced Sanzo...He began to play a soft song as he asked the one question he wanted answered. "Power, was that

all it was to you? The dances, the drinks, the songs? All those nights me and the boys played our hearts out for the people trying to get by in this town? All so you could...fight and kill?” Sanzo didn’t know how to answer him. Maybe he’d made a mistake...but now was do or die. You’ve got your choice here...You can either seize that NEXT GEN for yourself, or let Sanzo decide where to go from here. If you do decide to try and seize the belt, Sanzo’ll transform into Kamen Rider NEO Spirits with the NEXTGEN, and try to kill both you and Jazz...Jazz is curiously unaffected by the alcoholic manipulation that Spirits is using, but unless you can somehow find a way to scrub your body entirely of alcohol, it’ll be a fight against time as the minute amounts will travel up and around your bloodstream, physically attacking and destroying your internals during the entire fight.

It won’t help that he’ll have access to producing misty droplets of the booze as a way of producing vicious flames, or slippery surfaces, or disgusting smoke screen. If you defeat him, the belt is yours, giving you an almost exact control of a single Gaia Memory places into the belt, once that memory is locked, it can’t be changed. If you spare the Barkeep, though...he’ll look at Jazz. An apology. He took away what Jazz loved most in this world, playing for people down and out on their luck. Now? The only way to make up for it, was to give himself up. This was his comeuppance, for all those years of running and trying to scheme to be the strongest in the city. But before he does? Jazz is handed the NEXTGEN system. He takes it, thankful. “Wish we could have had one more round at the club. I hope the boys’ll greet me wherever we all end up after this. ” With a smile, Sanzo goes to meet his fate. Jazz Dopant thanks you, and takes the memory out of his own body...Placing the memory in the NEXTGEN system, you finally receive the reward at the end of giving the Jazz Dopant his final justice, and putting his crew to rest.

The Jazz Dopant is now Kamen Rider NEO Jazz, with a unique weapon to boot! The Jazz Magnum resembles a cross between a trumpet and a gun, and the NEXTGEN system’s bond to him allows him to use music to severely power up and enhance anyone who hears it, healing and invigorating anyone he likes while he plays. He can also use powerful sonic waves as weapons and shields, while keeping the emotional manipulation abilities of the Jazz Dopant, with a bit more fine control over the applications...You’ve done him a great service, and now he’s a truly stalwart companion of yours... Good job, kid.

Scenario 2: Unlimited Colors

This isn't a simple path to walk, you know. But if you so will it, you can. You remember all those jumps you've been to? If they don't have the words "Kamen Rider" in their title, you lose all the gear and perks from those jumps. This applies to your companions too, if they weren't imported into a Rider jump they have no powers or abilities here. That's right. It's time to test your mettle as a TRUE Kamen Rider.

The true depths of the WISP Brigade's influence has been felt, now, as Fuuto city will be under the control of their "Wisp" dopants...There's a lot of them, and they're much more durable and strong than the Masquerade dopants who usually are used as muscle around here. The city is divided into 8 parts, each part under control of one of the Dopants. The true hell of this drawback is that the ability of the Wisp memory is to reflect the traits of their 'boss'...The Hover Wisp dopants will be able to float and lighten the effects of gravity, the Frenzy Wisp dopants will be able to rampage and fight wildly, the Lasers will have beams and light manipulation... It also appears that Kamen Rider W and Accel have been defeated and detained at Fuuto tower, the giant windmill that stands as the city's symbol.

Your mission here is clear: You have to defeat the 8 dopants who control this city, and free this town's Kamen Riders from their imprisonment... However, this won't be easy, even with the powers from the Rider jumps you have done before. The 'areas' that the 8 dopants have taken up are each altered to support that dopant...The Laser Zone has a number of mirrors and prisms to better angle and toy with their lethal lasers, the Drill dopant's region is filled to the brim with destructive construction zone equipment and soft dirt for the Drill Wisp Dopants to emerge... And there is of course, one more issue.

There's a 9th entity, one who will harry and attack you on your journey. It's difficult to see what they resemble...But it seems that they at least look like a Kamen Rider. It wouldn't be difficult to say that if you don't look out, you could find yourself pushed to the brink by the sheer speed of this enemy, but it looks like they only go for a hit and run attack then leave. Still, if you're not prepared for a sudden ambush, this enemy might end your journey here. You will have one small succor, however. Whenever you defeat one of the Dopants, you may gain their memory to use with any Memory Drivers, they appear to be T2 as well so if you aren't afraid to use it, you can apply these memories to yourself for the battles with the further dopants and make it a bit easier. If by skill, power or strength of heart you are able to make your way past the Laser, Drill, Spike, Hover,

Rocket, Frenzy, Cube and Void Dopants, you will be able to access Fuuto tower, free Kamen Rider W and Accel, then confront your final opponent for this challenge. Kamen Rider SuperSonic.

Before he transforms, however...He'll explain himself. He was a part of a special research team by Museum into the Memory Drivers and the T2 memories, alongside the WISP Brigade themselves. However, when Foundation X approached and started offering funding to MUSEUM, he realized that there was a great evil afoot. His belief in the cause of Ryubee Sonozaki was strong, but the man himself had failed SuperSonic. He also had no hope in the Two-in-one rider, as Foundation X was a truly powerful enemy, and there was much more evil besides them as well. He also knew that even with his potent Gaia Memory, giving him speed that surpassed even the ability for the eye to follow it, he couldn't be the one to save the world he loved so dearly.

So he decided if he couldn't be a hero, he would have to find one. Both Kamen Rider Double and Accel were tested by SuperSonic and his dopants, and brave as they were, could not work up the strength of spirit and heart to defeat them decisively. Which leaves you. SuperSonic transforms them, and asks you if you think you can be the one to defend this world. No matter your answer, he won't accept a peaceful resolution right off the bat. If you try to convince him otherwise, it'll take quite a bit of work, and even then you may need to at least prove your strength to him before he will accept your mercy. He's prepared to die to test the one who he believes can be the hero, and he raises the prototype weapon he was given as part of his testing...The SuperSonic Shieldstriker.

It appears to be simply a round shield at first, but once the battle commences you'll be able to see he can insert the SuperSonic memory into it and activate its Maximum Drive, creating spinning blades of light around the edges as well as letting him toss it with a guaranteed return. This final battle won't be easy, as the SuperSonic memory guarantees that he can move at almost blinding speed. His weapon is also very potent, so he won't be too shabby on the offensive front. If you can push through his overwhelming advantages with the help of Kamen Rider W and Accel at your side, you'll claim victory and send SuperSonic out of his transformation. While the SuperSonic memory will not break, he will congratulate you. He'd been looking so long for the one who could beat him, and be the hope of the world he saw so dearly. You've given him a gift, by defeating him, so he will grant you the Shieldstriker and the SuperSonic Gaia Memory. However,

his constant use of the memory as a Dopant up till point means that his defeat will send him fading, as data on the wind. A salute...and he's gone. If you can avoid this and show him mercy, he will relinquish the memory and the Shieldstriker to you, drawing his older memory before he became SuperSonic, that memory would be...Racer.

For defeating Kamen Rider SuperSonic and the WISP Brigade with only your Kamen Rider abilities, you gain all of their T2 Gaia Memories, including the blinding speed of SuperSonic. Not only that, but the SuperSonic Shieldstriker itself reveals a function that SuperSonic never used before....You may place up to 8 other memories besides the SuperSonic memory into it, allowing for the Unlimited Color Flash memory break...Giving the weapon all of the powers of the Gaia Memories placed into it!

It only appears to work with T2 Gaia Memories, but it's a powerful and unique weapon in this world. Rest easy for a while, hero. You've earned it. And if you weren't aware, you get your non-Kamen Rider abilities back upon defeating SuperSonic as well. Well done!

THE END

I suppose you've had your fill of adventures in this world for now, so the question is, where to go from here? You've got your options...

Time to Go Home! - Chikyu Kitaaaaa! You return home with all of what you've gathered up till his point, proud to have made it this far in your journey and happy with what you've gotten so far.

A New World, Henshins, and the Journey's End - You've decided you love this world, and the people in it. You'll make it your home, and defend it from the evils that plague it so...surrounded by brave friends and heroes all around.

The J Chain / The One who walks the many worlds - You've made it this far, why stop now? You take your leave of this world and move on to the next, ready to see what the future has in store for you...Good luck, wherever you go...

JUMPER MEMORY LIST

Orange - Orange Slices, Citrus, Orange Trees, Orange traffic cones
Gold - Heavy, Shiny, Reflective, Wealth, Ritzy
UFO - Aliens, Abduction, Flying Saucers
Mantis - Blades, Teeth, Insectile, Quick
Panther - Claws, Dark Fur, Nocturnal Predator, Teeth, Speed
Dragon - Big, Terrifying, Winged, Firebreathing, Claws
Blood - Blood, Crimson, Life Force, Liquid
Diamond - Unbreakable, Tough, Sharp, Shimmering
Dolphin - Water, Aquatic, Intelligent, Playful
Salamander - Fire, Heat Resistant, Regenerating Tail, Lizard-like
Bee - Stinger, Flying, Honey, Swarm
Flower - Petals, Beautiful, Pretty Scent
Music - Sound, Emotion, Dancing, Passion
Key - Doors, Opening, Blades, Metal
Star - Light, Heat, Space, Brightness
Edge - Sharp, Blades, Darkness
Bomb - Explosions, Fire, Loud
Pyramid - Mummies, The Dead, Sand, Pharaohs
Zero - Emptiness, Nothingness, Null
Dinosaur - Claws, Scales, Big Teeth, Giant,
Tuxedo-Masquerade - Elite, Tuxedo, Dance Party, Masked
Tool - Hammers, Saws, Screwdrivers, Metal, Nuts, Bolts, Nails
Dog - Barking, Hearing, Scent, Tracking, Hunting
Blossom - Sakura Petals, Cherries, Flowers, Romance
Sunshine - Light, Joy, Optimism, Goodness, The Sun
Moonlight - The Moon, Melancholy, Midnight, Crescents
Marine - Water, Splashing, Boats, Anchors
Dark - Shadows, Evil, Predatory, Stealthy
Hell - Fire, Pain, Hatred, Demons, Tridents
Ocean - Depth, Power, Pressure, Water, Aquatic
Quetzalcoatl - Feathers, Fire, Serpent, Snake
Berry - Fruit, Seeds, Delicious, Purple, Blue
Passion - Love, Romance, Fruit, Warmth, Emotion
Pineapple - Spikes, Sour, Fruit, Slices
Peach - Sweetness, Pink, Pits, Growth

Aqua - Pools, Pool Toys, Swimming, Beaches, Fish

DOPANT MEMORIES

Magma

T-Rex

Money

Anomalocaris

Cockroach

Sweets

Virus

Violence

Arms

Bird

Ice Age

Triceratops

Liar

Puppeteer

Invisible

Nightmare

Beast

Zone

Yesterday

Quetzalcoatlus

Hopper

Gene

Jewel

Old

Energy

*JUMPER COMBOS

The order given for combos is HEAD ARMS LEGS

ARCTIC COMBO(RokuSeiGin)

If used as a Combo by the 000 driver, Ancient Driver or the FINALE driver, this set gives powerful freezing capabilities as well as ice manipulation.

Polar Bear/ SHIROKUMA- Gives a freezing breath

Walrus/ SEIUCHI - Lets you use the Seiuchi Tonfa in battle

Penguin/PENGUIN- Allows you to skate across any surface like ice

NOCTURNAL COMBO(KouMoRai)

If used as a Combo by the 000 driver, Ancient Driver or the FINALE driver, this set gives the ability to create deep darkness even in plain daylight.

Bat/KOMORI- Head- Allows you to echolocate

Mole/MORU- Gives you the Moru Drills as weapons

Raccoon/ARAIGUMA - Lets you teleport a short distance(about 20 feet)

AMPHIBIAN COMBO(KaeHikiSho)

If used as a Combo by the 000 driver, Ancient Driver or the FINALE driver, this set gives your transformation slickness and ease of movement, you'll be difficult to grapple and able to slide around easily. You also can withstand incredible heat.

Frog/KAERU- Gives you a whip-like energy tongue

Toad/HIKIGAERU- Allows you to use the Hiki Drones, sentient grenade allies.

Salamander/SONSHOUUO- Lets you detach your legs below the knee, then regenerate them. Good for tossing kicks at people.

VENOM COMBO(SoMuChi)

If used as a Combo by the 000 driver, Ancient Driver or the FINALE driver, this set gives you the ability to produce and launch venomous barbs from your body as well as extremely fast movement.

Scorpion/SASORI- Creates a hypnotizing light

Centipede/MUKADE- Gives you the Mukade Arms, which can multiply for rapid, repeated punches Wasp/HACHI- Temporarily paralyzes enemies when struck

REPTILE COMBO (BuraKawani)

If used as a Combo by the 000 driver, Ancient Driver or the FINALE driver, this set gives you the ability to produce the Soma Venom, a healing agent that can recover damage done to the suit quickly.

Cobra - Doubled eyesight range, infrared vision

Turtle/Kame - Gives the Goura Gardner weapons, which can be combined to great the Goura Shield Crocodile/Wani - Gives the Saw Deathscythers as weapons on the legs, allowing for a crocodile made of light to chomp down as the kicks are given

WILD COMBO(OoKumaShi)

If used as a Combo by the 000 driver, Ancient Driver or the FINALE driver, this set gives heightened senses and a berserker mode, increased strength for decreased control and durability.

Wolf/Ookami - Gives a Sonic Howl attack

Bear/Kuma - The Kuma Claws are powerful, heavy slashing weapons

Boar/Inoshishi - Gives a rushing charge and transforms the legs into pointed tusks when used for a charging kick

RODENT COMBO(MauBaaRi)

If used as a Combo by the 000 driver, Ancient Driver or the FINALE driver, this set allows you to store small hand-held items within a hammerspace the suit contains, and then draw them out again for later use.

Mouse/MAUSU- Enhances your intellect, making you an incredibly quick thinker

Beaver/BIIBAA- Arms you with the Biibaa Blades, extendable wrist-mounted chainsaws
Squirrel/RISU- As long as you keep running, you can defy gravity, scurrying up vertical surfaces

EXOTIC COMBO(HashiGuZaru)

If used as a Combo by the 000 driver, Ancient Driver or the FINALE driver, this set allows you summon monsoons and powerful rainstorms onto the battlefield.

Toucan/OOHASHI- Allows you to fire bursts of steam

Ant-eater/ARIGUI- Gives you the Arigui Grapplers, spikes on tethers that can be launched at will
Spider

Monkey/KUMUZARU- Gives you incredible agility

STAMPEDE COMBO(IkaShiGa) If used as a Combo by the 000 driver, Ancient Driver or the FINALE driver, this set allows you to transform into a heavy and strong centaur-like form, as well as being able to create phantom images of yourself in this centaur form to charge down enemies.
Deer/SHIKA- You can fire a ramming force from your horns.

Bull/USHI- Arms you with the Ushi Slings, which fire bolts of energy.

Gazelle/GAZERU- You can leap great distances and perform harsh blunt kicks.

CRUSTACEAN COMBO(YadoNiBi) If used as a Combo by the 000 driver, Ancient Driver or the FINALE driver, this set grants a strong set of armor that is especially resistant to elemental attacks.

Hermit Crab/YADOKARI- Allows you to control people like puppets

Crab/KANI- Gives you the Kani Pincer Gauntlets

Shrimp/EBI- Allows you to repel backwards to safety