



### **Power Rangers In Space**

JumpChain CYOA

ver. 1.0

by Sonic0704

A long time ago in a galaxy far, far away... Oh, oops. Wrong intro. You will be returning back to the world of Power Rangers. This time you will actually be going In Space, as the United Alliance of Evil gathers together to once and for all times finally defeat the Power Rangers and their mentor Zordon, unaware that there is a traitorous face hiding among them, a Ranger undercover attempting to spy and discover more about their plans.

You will begin this jump 1 week before this gathering takes place, just as word of Zordon's capture reaches the Rangers. You will spend 1 year here. To make it easier for you, take **+1000 CP**.



## **Origin**

Any of the origins can be taken as a Drop-In. You retain the same gender as you had in the previous jump. You are free to pick your age, as long as it is the appropriate one for your origin.

**Civilian** (free) - You are a mere civilian. You are simply trying to live your life the way you want and avoid getting involved in fights of Power Rangers and Ultimate Alliance of Evil. You can live in Angel Grove or somewhere else on Earth, on KO-35 or on some other planet, but that is what you are, a mere civilian.

**Power Ranger** (-100 CP) - You are one of the Power Rangers, with the colour of your choice. If it is one of the colours held by the canon Rangers, then you take their place. If it is one of the colours not held by canon Rangers, then you join the team as an additional member. It is recommended you think carefully about which colour you take, replacing some of these individuals might have lasting consequences...

**Member of the United Alliance of Evil** (-100 CP) - You are one of the major villains in existence and have been summoned by Dark Specter to join the United Alliance of Evil, placing you side-by-side with villains such as Rita Repulsa, Lord Zedd, Master Vile, King Mondo and Queen Machina of Machine Empire, Divatox and Princess of Evil herself, the one and only Astronema. Your goal is for once and forever to defeat Power Rangers and their mentor, Zordon...

**Psycho Ranger** (-100 CP) - While technically a member of the United Alliance of Evil you are something that is rather notable... you are a Psycho Ranger, essentially an evil counterpart to Power Rangers. Pick a colour, though be aware that if you pick one of the colours not held by canon Rangers things will be adjusted so that such a Ranger will now exist.

## **Race**

Pick whatever is appropriate for your origin, but on its own it cannot come with any kind of advantage, so no going for various monster races. You will gain these advantages through other means, such as perks.

## **Starting Location**

Members of the United Alliance of Evil start on Cimmerian Planet, during the Alliance's meeting. Civilians start in their home, wherever that may be. Power Rangers either start in Angel Grove, Earth or on Cimmerian Planet spying on Alliance's meeting.

## **Perks**

**"I Am The Blue Ranger!"** (-100 CP, free for Civilian) - When the odds might be against everyone and it seems that everything has been lost... you have the courage to fight for your freedom, the bravery to face those stronger than you, and the tenacity to never back down for what you think is right. You are a true embodiment of Power Ranger virtues and a Ranger at heart, even if you are not actually a Power Ranger.

**Survival Of Hardy Folk** (-200 CP, discount for Civilian) - Surviving on a foreign, nigh-uninhabitable planet with terrible weather conditions, a lack of supplies and resources would get to anybody, make them depressed and succumb to the darkness of their own mind... not you. Things might be terrible, but you will never give in, persisting through the bleakest situations without becoming depressed, bored or doubtful.

**Resourcefulness of Hardy Folk** (-400 CP, discount for Civilian) - To avoid depression, boredom and doubt is just a part of surviving in terrible conditions. To have resourcefulness for it is another bit. With this perk you gain all the necessary expertise to use your surroundings to your fullest advantage and come up with innovative solutions to difficult challenges. It even comes with a dash of luck to ensure you are more likely to stumble upon resources you would need not just to survive, but to flourish.

**Together We Stand** (-600 CP, discount for Civilian) - You understand the true value of teamwork and camaraderie. When you are working alongside others towards a common goal, you are able to inspire them and boost their morale, get them to fight harder and smarter, and help them to better work together. Furthermore, this acts as a force multiplier, for each individual in the group all individuals in the group get their abilities and powers multiplied by an additional 1% (meaning that with three people in the group all three are at 103% of their standard, with five they are at 105%, with 50 they are at 150% and so on).

**Galactic Navigator** (-100 CP, free for Power Ranger) - You have an innate talent for navigating the vast reaches of space, both theoretically and practically, regardless of what method is used to travel through them.

**Mental Fortitude** (-200 CP, discount for Power Ranger) - Your mind is your strongest weapon, so it requires some protection from outside influence. With this you become immune to mental attacks like mind control and brainwashing, and can shake off even the strongest attempts to manipulate your thoughts and emotions.

**Master Repairman** (-400 CP, discount for Power Ranger) - When you are surrounded at all times by advanced tech, a lot of it is not something that you have intimate knowledge about. With this perk it is not an issue anymore, though, as you gain an innate talent for repairing and maintaining advanced technology, including the ability to quickly diagnose and fix even the most complex systems.

**Frozen In Time** (-600 CP, discount for Power Ranger) - Zhane experienced the effects of cryostasis firsthand when Andros literally saved his life by putting him into a cryostasis pod, giving him time to heal his body and then get revived. You gain the ability for your body to

experience similarly by basically once per jump, if your body gets damaged to the point that you would die, you get teleported to a safe location (by default it is your Warehouse or equivalent, but it can be set by you as desired) and placed into the form of stasis, during which your body will undergo regeneration and repair all the damage done to it, allowing you to eventually wake up. Unlike with Zhane this process will take at most a week and can be sped up with help from other perks or technology.

**Deception Specialist** (-100 CP, free for Member of the United Alliance of Evil and Psycho Ranger) - You have an uncanny ability to manipulate others and make them believe whatever you want. Whether through lying, coercion, or subtle suggestion, you can persuade almost anyone to do your bidding.

**Forced Fusion** (-200 CP, discount for Member of the United Alliance of Evil) - You can force other beings to fuse with you into more powerful forms, combining your powers and abilities as you do so. You remain the dominant mind while in fusion, though sufficiently mentally powerful targets can break said fusion by mentally fighting you while in fusion. Fusion is always temporary, but the actual duration if not forcibly broken depends on your energy reserves.

**In Command** (-400 CP, discount for Member of the United Alliance of Evil) - You are one of the generals in the armies of the United Alliance of Evil, which grants you several abilities and benefits. You gain a commanding presence that inspires fear and respect in your subordinates. Your mere presence on the battlefield can boost morale and make your troops fight harder. You get a natural talent for strategic thinking and can quickly analyse battlefield situations and come up with plans to defeat your enemies, with said plans often being ingenious and capable of turning the tide of battle in your favour. You also become a skilled combatant and can hold your own in battle against even the most powerful opponents.

**Space Sorcery** (-600 CP, discount for Member of the United Alliance of Evil) - You have the ability to use the same sort of sorcery that Astronema, Rita Repulsa and several other villains can use. It comes with a natural affinity for the dark arts and the ability to tap into the power of the universe. Among many things that can be done with this sorcery are telekinesis, energy projection, force fields, manipulation of time and space, monster gigantification and even limited defence against all forms of magical attacks.

**Mind Games** (-200 CP, discount for Psycho Ranger) - You possess a cunning and manipulative mind, with the knowledge and skills needed to easily deceive and manipulate others to reach the results you desire.

**Psycho Energy** (-400 CP, discount for Psycho Ranger) - This gives you access to the type of energy Psycho Rangers use to power their abilities. You can use it to enhance your senses, your strength, your durability and your speed, you can use it to create illusions, to teleport, to become intangible, to form energy shields and throw energy blasts, to form temporary duplicates of yourself, and more.

**Monstrous Form** (-600 CP, discount for Psycho Ranger) - You gain a monstrous form that symbolically corresponds to your picked form. It functions as a slight power-up, making you stronger and more durable, with your existing powers enhanced as well. Optionally you can even gigantify yourself when in it.

**Wave A Hand** (free/-100 CP) - Kerovians of this world are all trained in the use of telekinesis, something that apparently all humans have the potential for. This is now true for you as well, even if you are not human for this, as you gain the potential to use telekinesis for free. By paying 100 CP for it you became equal to Andros in using telekinesis, who often used his to work on repairs in hard-to-reach positions on Astro Megaship. You will need to figure out all possible uses yourself or find a willing teacher, but your limits for learning are unlimited as long as you put in the work and effort.

**Directed By The Power** (-100 CP/optionally free) - You gain instinctive knowledge on how to fight against your adversaries, whether that is by using martial arts, weapons or various powers you have. That knowledge is purely instinctive, but with training and use you are going to start retaining it. This perk can be taken for free if you decide against taking the freebie perk for your origin.

**Purifying Wave** (-600 CP) - You are a fount of light and goodness, the ultimate protector of it. As such you draw its other protectors to you, acting as a uniting force for them in the fight against darkness and evil. Furthermore, you actually have found a well of pure energy within yourself, which you can once per jump release to travel through the universe and either purify or kill all villains and monsters in forces of evil active at that moment. Unlike Zordon it will not require you to sacrifice your life, but it will make the wave that much weaker, as within 10 years of one jump you will manage to generate and accumulate only enough energy to affect one planet. You can save that energy build-up for future jumps, but it will have diminishing returns and each use of this is an all-or-nothing thing... Alternatively, you can instead pick an anti-variant of this perk, to represent darkness and evil, with the wave being a corruptive force. The two variants are incompatible unless you have perks from elsewhere that allow for such stuff.

**Specter's Drain** (-600 CP) - Just like Dark Specter you possess the terrifying power to drain the powers, energy and life of others, adding them to your own energy base and using it however you want to. You can use this to refill various energy pools you possess or to power various abilities you possess. The process is not instantaneous, though, and requires you to have some sort of access to individuals you are draining, though it does not have to be physical touch, as magic and tech could bridge that as well. Regardless, even if you are continuously using this power, the speed of draining is comparable to the speed of energy generation that Purifying Wave does.

## **Items**

**Super-Secret Lab That Everyone Knows About** (-100 CP, free for Civilian) - Copy of the laboratory and workshop that Professor Phenomenous uses to create his various inventions. It never appeared on the show, but it has to exist, right?

**Professor Phenomenous' Laser** (-200 CP, discount for Civilian) - This is a copy of the laser device that Professor Phenomenous created. It is capable of reversing the alignment of any living creature or object you aim it at. Unlike the original device it comes with three primary settings to which it can be set, which are good, neutral and evil. The switch can be flipped between them as desired, with the fourth option neutralizing effects. Excluding the use of reversal it can be used only once every 24 hours. It comes with a manual that explains how to use it safely and effectively.

**Data Laser** (-400 CP, discount for Civilian) - Somehow you managed to obtain a copy of the device that Astronema used to turn civilians and monsters into data cards. The entire set-up, including a bunch of unused digital data cards. It comes with an in-built encryption system to prevent unauthorized access and should, with some effort, be upgraded to allow for some interaction with carded individuals.

**Space Colony** (-600 CP, discount for Civilian) - A colony of a few thousand humans set on a random planet. Comes with all the basic required infrastructure, with its inhabitants having the full scope of skills required to keep the colony running and thriving. You can freely switch from humans to having a colony of any of the human-like races that appear in the Power Rangers In Space series, such as Aquitians or Triforians, or pay an additional 200 CP (discount if you pick to start as a member of the same race) to switch to one of the non-human races, such as various monster warriors used by United Alliance of Evil to attack Power Rangers. After the jump you can keep inserting your colony into the jumps or keep it in a special pocket dimension connected to your Warehouse. Purchase of it does not come with a free planet.

**Astro Morpher** (-100 CP, free for Power Ranger) - Your own Morpher, which lets you transform into a Power Ranger by connecting you to the Morphing Grid. By default, it takes the same shape as Astro Morpher the other Space Rangers use, but can alternatively be the same shape as Silver Ranger's Digimorpher.

**Master Morpher** (-100 CP) - Each purchase of this upgrade allows you to combine your Astro Morpher with similar transformation items acquired in other jumps (if previously combined via a similar option they count as one for this purpose).

**Astro Blaster** (-100 CP, free for Power Ranger) - Standard sidearm used by Power Rangers, that fires blue beams, a direct hit from which is enough to take down a foot soldier. It can be split into two smaller guns, for firing with both hands, but with beams fired from them being comparably weaker.

**Astro Weapon** (-200 CP, discount for Power Ranger) - Power Ranger's personalized weapon. Black Ranger's Lunar Lance, Blue Ranger's Astro Axe, Yellow Ranger's Star

Slinger and Pink Ranger's Satellite Stunner. If you pick a different colour, then you can freely pick a different type of weapon. You can import an appropriate weapon into it for free. Together your weapon and those of your team can combine into Quadrablasters, a blaster weapon that can be used to easily dispatch regular monsters.

**Booster Mode** (-100 CP) - Red Ranger's Spiral Saber and Silver Ranger's Super Silverizer are capable of producing powerful attacks that are of comparable strength to Quadrablasters. With the purchase of this option your Astro Weapon is now another example of that.

**Entire Weapons Set** (-200 CP) - With a purchase of this you also get 4 other Astro Weapons, allowing you to form Quadrablasters on your own. You can lend them out if you want to, keep in mind that you can use only one of them at any one moment anyway. Design of your choice and free import of an appropriate weapon applies as with the first weapon. Importing a companion's weapon automatically counts as permanently giving it to them.

**Master Weapon** (-200 CP) - This upgrade to your Astro Weapon allows it to combine with other weapons with similar capacity, not just with Astro Weapons. Combining 5 such weapons results in a Super-Weapon that is comparable to Quadrablasters. If you also purchased Entire Weapons Set then this effect extends to them as well.

**Galaxy Glider** (-400 CP, discount for Power Ranger) - A jet-board vehicle that can be used to ride through space at fast speeds while still keeping your arms free to do other things and without needing to bring the Astro Megaship too close. The pilot can accelerate by leaning forward and decelerate by leaning backwards. Can be flown both in space and in the planet's atmosphere, but does not come with any protective gear, so it is recommended for Rangers to use it while morphed and for non-Rangers to figure out similar safety measures.

**Astro Megaship** (-600 CP, discount for Power Ranger) - Your copy of Astro Megaship that Rangers use as a means of traversing the vastness of space and reaching required locations. Is perfectly capable of landing on a planet, has systems necessary to protect itself against attackers and can transform itself into a Megazord with offensive capabilities. It comes with a copy of Astro Megashuttle, to make the transformation into Megazord possible. If you already own a spaceship and/or space shuttle, then you can import them as Astro Megaship and Astro Megashuttle for free.

**Master Zord** (-300 CP) - This upgrade to your Astro Megaship now allows it to combine with any other similar Zords or mecha to form Megazords or similar super-mecha, though it requires at least three different pieces to form something, with the exact number depending on the configuration.

**Growth Potion** (-100 CP, free for Member of the United Alliance of Evil) - A potion that mutates consumers into giant mutant monsters, but at the downside of making them mindless berserkers. Cannot be reversed, the only way to stop these monsters is by destroying them. You get a supply of 5 such potions.

**Cybernetic Enhancements** (-200 CP, discount for Member of the United Alliance of Evil) - You gain a set of cybernetic implants and enhancements that augment your physical abilities and grant you a number of abilities, such as allowing you to interface with computers and other technology, allowing you to hack and manipulate electronic systems with ease. They also give you enhanced strength and durability.

**Dark Staff** (-400 CP, discount for Member of the United Alliance of Evil) - A copy of staff that is wielded by Andromeda. The staff itself is made of an unknown material that is highly resistant to damage. The staff allows the user to tap into the same dark powers that Astronema once wielded, which include things like dark energy blasts, telekinesis, mind control and energy shields. It also acts as a general booster for dark magics performed with it. The cosmetics of the staff are entirely up to you, though the default appearance is the same as that of Astronema's staff.

**Dark Fortress** (-600 CP, discount for Member of the United Alliance of Evil) - Copy of Astronema's Dark Fortress, which was her base of operations during her reign as the princess of evil.

**Psycho Ambience** (-100 CP, free for Psycho Ranger) - You've got to admit it, Psycho Rangers definitely have the style. With this 'item' you now get the cosmetical option to apply their form of style to whatever you want to, be it weapons, armour, vehicles... even the Warehouse. This is purely cosmetical, but sometimes appearances can have a power of their own.

**Psycho Weapon** (-200 CP, free for Psycho Ranger) - A weapon, specific type being up to you, that is designed to perfectly work in conjunction with your Psycho Energy.

**Psycho Armor** (-400 CP, free for Psycho Ranger) - Copy of the armoured suite that Psycho Rangers use, designed to provide you with additional protections against enemy attacks and simultaneously to interact perfectly with your use of Psycho Energy, amplifying your uses of it. The suit and armour are sleek and futuristic looking, designed perfectly to instil fear and terror in whoever sees you in it.

**Psycho Megaship** (-600 CP, free for Psycho Ranger) - Copy of a megaship that Psycho Rangers used as their base of operations. It is capable of massively faster-than-light interstellar travel, can land on planets without any issues and is capable of protecting itself against attacks. While it lacks the ability to transform into Megazord form like its counterpart Astro Megaship, it is instead built for stealth and avoidance, making it almost impossible to track it down and find it without insider help.

**Collection of Disguises** (-100 CP) - A seemingly magical wardrobe that appears to be capable of providing you with whatever sort of disguise you need that can fool almost anybody. Become a Quatron, Psycho Ranger or even just a normal human (ugh!?) with the help of this.

**Battlizer** (-400 CP, conditional discount) - A copy of Battlizer such as the one that Andros used. It is a device that functions both as a powerful weapon and armour. It has mechanical wings that offer you flight capacity, can form force shields and can launch missile attacks. Those with Power Ranger origin can receive it with a discount if they decide to not discount or purchase Galaxy Glider.

**Planet** (-600 CP, additional purchases discounted) - KO-35, Aquitar, Triforia, Eltar and so on. A plethora of planets make an appearance in Power Rangers In Space and now you can purchase yourself a copy of that planet. You can pick whether it is fully inhabited or not, though if picked to be inhabited you only get a generic spread of individuals, without anybody special such as Power Rangers. After the jump you can keep inserting your planets into the jumps or keep them in a special pocket dimension connected to your Warehouse. Additional purchases of this option are discounted.



## **Companions**

Companions can take drawbacks that apply only to them, for up to an additional 400 CP.

**Ranger Team** (-100 CP/-200 CP) - Import or create up to four Companions, who will function as your teammates. They automatically get the same origin as you for free, along with associated freebies and 600 CP to spend on their own purchases. For an additional 100 CP this number is raised to eight Companions.

**Returning Import** (-300 CP, requires Legacy of Power) - Import all companions you imported or recruited in previous Power Rangers jumps connected to this one with Legacy of Power. Each companion gets 600 CP to spend on their own purchases and can get an origin for free if they pick the same one that they had in previous instances (or a thematically equivalent one if there is no exact match).

**Foot Soldiers** (-50 CP, discount for Member of the United Alliance of Evil) - A group of four Quatrons that you command personally. They are not all that useful, but you can always use them to distract your enemies during battles or for menial work. Together all four of them take one Companion slot. Alternatively, instead of Quatrons you can get a group of any four foot soldiers (Craterites, Piranhatrons, etc.) that appear in this series. Each additional purchase of this doubles the number of soldiers in the group and allows for you to even mix together different types of them. They can occupy one companion slot or be divided up as you see fit. If you took Legacy of Power and purchased this option in connected Power Rangers jumps that you did previously, then doubling of numbers works off of the numbers group already had.

**D.E.C.A.** (-200 CP, discount with Astro Megaship) - Well, not actual D.E.C.A., but your own copy of the AI computer system responsible for monitoring the ship's vital systems and ensuring everything runs smoothly. It can respond to vocal commands and can make reports in speech. As part of its security procedures it is capable of performing retinal scans without people even being aware of that happening. It is also capable of speaking over 3000 languages and is a capable designer of new equipment and arsenal, with the original D.E.C.A. being credited with creating Quadro Blaster.

**Birds Of A Feather** (-200 CP, special discount) - With the purchase of this you will develop a close friendship with a canon character of your choice. After your stay in this jump ends they are guaranteed to come along on the chain as your companion. A discount for this purchase is granted if they belong to the same faction as you (a.k.a. Civilians get a discount for civilians, Rangers for Power Rangers and their allies such as Teenage Mutant Ninja Turtles, and Members of the United Alliance of Evil for various villains).

**Flock Of Birds** (-300, special discount) - Just like the Birds Of A Feather option, with the same rules for discounts, but applied to any one specific group instead, such as the entire team of Power Rangers, a full group of Teenage Mutant Ninja Turtles or entire gang of Psycho Rangers. Together the entire group takes one companion slot. Can be purchased multiple times for several different groups.

## **Drawbacks**

Limit of 800 CP. Additional drawbacks can be taken for flavour and challenge, but do not give you additional CP. Greater United Alliance of Evil and Countdown To Destruction do not count towards the drawback limit.

**Legacy of Power** (+0 CP) - This world seems strangely familiar to you because you have already previously visited it during some other jump or jumps. This toggle can be used to connect this jump with other Power Rangers jumps into continuity and even works for generic jumps set in the Power Rangers universe. Assume some jumpchain shenanigans should these jumps be in non-chronological order.

**Broken Morpher** (+200 CP, Civilian only, requires Legacy of Power) - You have been a Power Ranger, but the torch has been passed on and you have returned to the life of a civilian. You still have your Morpher and other equipment, but the Morpher has been heavily damaged and using it places your life in serious danger. Should you overuse it consequences might end up becoming quite dire... and since this is a drawback, this applies to all of your powers and abilities that are combat-useable. This drawback is incompatible with the Sealed In drawback.

**Observe The Viewing Globe** (+0 CP) - When it comes to adapting material from Super Sentai, not everything was used for Power Rangers due to a variety of reasons; or maybe there are elements from comics continuity that you think would fit really well into TV series canon; some of the fanfics out there also do a pretty good job at cleaning up several background details or in dealing with various unresolved plot points. With this toggle, you can now mix and match elements of these continuities into this world as much as you want, as long as you keep the core of the show itself unchanged and do not remove any key elements.

**Standard Duration** (+0 CP) - If, for whatever reason, you want this jump to last for the standard 10 years instead of just 1, then you can use this toggle to do so. Whether the canon timeline of events after In Space season will happen or not is a different question, though...

**Original Astro Team** (+0 CP) - The start of this jump is shifted to begin when Andros and his original 4 teammates become Power Rangers. Seems like an opportunity to finally learn what happened to them. This extends the duration of the jump, it will still end when it should otherwise.

**Abduction** (+0 CP) - The start of this jump is shifted even further back, to the point when Darkonda abducts little Karone and the process of brainwashing her into Astronema begins. This extends the duration of the jump, it will still end when it should otherwise. You can decide freely whether this switches your starting age to that much younger or not.

**Additional Ranger** (+100 CP, limited to Power Ranger) - Instead of being part of the In Space team from the beginning, you will be joining them later on as an additional member. You can either take the place of Silver Ranger or join the team at the same time.

Furthermore, this will give you an additional history with Andros and Karone. This drawback is not permitted if you picked Red, Blue, Black, Yellow or Pink as your colour. Until you actually become a Ranger and part of the team you will not have access to any of your purchases from the Ranger trees.

**No Time For That** (+100 CP) - School, monster attacks, martial arts competitions, family... You are barely managing to keep it together with all the things consuming your time. To make it worse, they tend to keep causing you issues with time management, forcing you to keep rushing from thing to thing, leading to you often appearing unprepared and disrespectful. Unfortunately, nothing you can do is going to help with it, but at least it is not going to be anything life-threatening or like that.

**Abducted** (+100 CP) - You have been abducted by the forces of evil, either prior to the jump's start or immediately after its beginning. You will need to escape from their clutches on your own or wait for the Power Rangers to rescue you.

**Inexperienced** (+100 CP) - You have no prior experience as a Power Ranger or a space explorer, meaning that you will need to learn on the job, and mistakes you make could be costly. Your lack of knowledge and skills could also make it difficult to gain the respect of your teammates. This drawback transforms as needed to fit the details of your background.

**The Weight of Responsibility** (+100 CP/+200 CP) - You are burdened by the weight of your responsibilities, feeling the pressure of your duties and struggling with the consequences of your actions. The more you fight, the more you risk losing everything you hold dear. At a higher tier of this your enemies will soon figure this out and start trying to exploit it in their schemes against you.

**Brainwashed** (+200 CP) - You have been brainwashed by a member of forces of evil. This happened either before the start of the jump or immediately after its beginning, but regardless of when it happened it means that you now hold all the same beliefs as members of the United Alliance of Evil. You are guaranteed to eventually break through the brainwashing, but beware, because you are also guaranteed to get re-brainwashed.

**Star-Crossed Lovers** (+200 CP) - You have a forbidden romance with someone from an enemy faction, similar to the romance between Zhane and Astronema. While this love brings passion and excitement, it also brings danger and potential betrayal. Your relationship is seen as a betrayal by both sides, and any ally or enemy who discovers it will be appropriately outraged and use available means to try and stop it. Furthermore, your enemies may use your loved one as a pawn against you, making missions more difficult and dangerous. Can your love survive the turmoil of war? This love interest can be an imported companion, alternatively should your love survive the turmoil of war and events of this jump you can bring them along on jumpchain for free.

**Sealed In** (+200 CP/+300 CP) - You lose access to all purchases from previous jumps and are limited to Body Mod and purchases from this jump. For an additional 100 CP (total of 300 CP) you are also literally sealed in a unique prison and also lose access to everything purchased for this jump until released from that prison... which can happen only if somebody frees you from it.

**Competent Enemies** (+300 CP) - In TV series enemies sometimes appear to be quite incompetent, seemingly just joking around and succeeding more often due to pure luck than anything else. That is, unfortunately, not true for this world, as they are now actually competent and employing real tactics. If the Legacy of Power toggle is picked and an identical drawback got picked in previous Power Rangers jump(s), then this is activated automatically, but does not count towards the drawback limit.

**Invading Forces** (+300 CP) - The United Alliance of Evil is composed of several rival groups of villains that are barely capable of working together. The only reason that only Astronema and her forces are the only ones continuously attacking Power Rangers is because of internal agreement. That agreement is now gone and all factions of Alliance are now freely attacking everywhere, but especially on Earth.

**Psycho-Targeted** (+300 CP/+600 CP) - You have become a target of a unique Psycho Ranger, designed specifically to eliminate you from existence. At the first tier they are a perfect match for all of your skills and abilities acquired within this jump, but at the second tier they are a perfect match for all of your skills, abilities and powers from all jumps. Taking it at the second tier is incompatible with Sealed In drawback. At both tiers this Psycho Ranger will do their best to destroy you and it will take quite some ingenuity to succeed in stopping them and regardless of what you do they will miraculously keep returning and reappearing. If you succeed in keeping them from destroying you by the end of the jump you can invite them along as your companion free of charge.

**Greater United Alliance of Evil** (+600 CP) - There are many villain factions scattered all around the universe that did not actually become part of the United Alliance of Evil. With this drawback this is not the case anymore and the United Alliance of Evil will keep recruiting them until the jump's end. They will start with the recruitment of Scorpius, Trakeena and their forces, mercenaries like Villamax and Captain Mutiny's crew. Queen Bansheera, Prince Olympus and other demons will be released from their prison. Then Master Org and other orgs will get recruited. And so on, all of them coming after you. Alternatively, if you picked a Member of the United Alliance of Evil origin Power Rangers will start doing the same thing, first recruiting former Power Rangers to help them, then expanding their forces with new recruits... Are you sure you can handle something like that?

**Countdown To Destruction** (+600 CP) - The opposing side of your Origin will end this jump with a big all-out attack on all the known worlds. To stop them will require a true miracle and should you fail in that... well, it was nice having you on the chain.

## **Ending**

Pick one of the following:

**Stay**

**Continue Jumping**

**Go Home**



## **Notes**

Google doc link for the jump:

<https://docs.google.com/document/d/13n3YuCkbXyXnAB9F35uCFR6CiB3CEzLxHm9bCqPzwn0/edit?usp=sharing>

I recommend checking out various Power Rangers comics, several of them cover details relevant to this season of Power Rangers, such as identities of original In Space Rangers or origins of Psycho Rangers. How much of that you use and incorporate is entirely up to you with the use of Observe The Viewing Globe.

Companion bits are written with assumptions that anybody can be recruited for free by simply inviting them along on the chain and bringing them into the Warehouse (or equivalent). If you use different sorts of house-rules about that, then interpret details correspondingly.

Additional suggestions and questions are always welcome.

