

Showa Kamen Rider Jump (Part 2)



By Kamen Jumper

Welcome to Japan in the year 1987! The country itself is undergoing a period of rapid economic growth and loving it! Unfortunately, all is not well. A plan to rule the world has been set in motion by a powerful and mysterious cult named Golgom. For many years, Golgom has been ruled by the mysterious Creation King. As the cult's tradition dictates, a new Creation King must be chosen every fifty-thousand years. The selection process involves finding two worthy candidates who will be transformed into mutants deemed Century Kings, sentenced to fight for the crown with the survivor becoming the new Creation King. That time has come once more. Kotaro Minami and Nobuhiko Akizuki, stepbrothers kidnapped on the night of their 19th birthday, have been chosen to become the newest Century Kings to fight for the right to be the Creation King. However, Kotaro managed to escape with the help of his adoptive father before the final step in his transformation (which was brainwashing of course) could be completed. He soon finds out the horrific truth from his father: Golgom originally killed his biological parents and, because both Kotaro and Nobuhiko were born on the day of a solar eclipse, were to become "Black Sun" and "Shadow Moon". Kotaro has now taken on the name of Kamen Rider Black, and is determined to free his adoptive brother as well as protect Japan! Of course, that's just one thing that's going to happen in your ten years in this universe. First, there's this group of aliens called the Crisis Empire planning an invasion of Earth in a year's time. Then there's this scientist named Doctor Mochizuki trying to create the perfect life-form which will lead to some problems in a few years time, ANOTHER group of aliens called The Fog who will attempt to eat all humans, and a mad scientist named Onizuka who is trying to turn himself into a god by messing with animal DNA.

I'd say that's an average week for a Jumper. But to make things easier, here are some points to spend on stuff.

+1000 CP

Origins

Your gender is the same as it was in the last jump, but you can pay 50 CP to change it.

Drop In (Free)

You come into this world as you are, with no memories to influence your behavior. The downside to this is that those memories might have been useful in navigating this crazy place. Roll 1d8+20 for your age or pay 50 points to choose.

Golgom Mutant (-100)

You are one of Golgom's Mutants, created by the High Priests to help conquer the world. With the dawn of Kamen Rider Black, you may be called upon to try and kill him. Considering what happened to the last mutants who went up against him, let's hope not. Benefits of being a mutant include animal or plant themed powers and an average lifespan of 50,000 years if someone doesn't kill you. Disadvantages being that unlike most Rider monsters you don't have a human disguise to help you blend in amongst normal people. Hope you have shape shifting perks to help with that. Roll 1d100+100 for your age or pay 50 points to choose.

Dummy Black (-100)

You were kidnapped by Golgom and turned into a copy Kamen Rider Black as part of a plan by their High Priests to defeat him. Miraculously, like Kotaro you managed to escape before they could brainwash you. In terms of strength, you're about as strong as the real thing... when fully charged that is. Since you lack the King Stone of a full-fledged Century King, instead you have a solar panel in the center of your belt. If you run out of solar energy, you will not be able to transform. As you can imagine, things like finishers use up a lot of energy. So it would be wise to use them sparingly. Other benefits include greatly increased longevity, well as a decreased need to eat or sleep. Appearance-wise you resemble the real Kamen Rider Black when transformed, but with a few differences. You lack Golgom's insignia on the left side of your chest, and in its place is an ID number between 1 and 7 of your choice. You can also choose to have a scarf like previous Riders. Roll 1d8+18 for your age or pay 50 points to choose for yourself.

For an extra 200 points you can replace Kotaro Minami himself. This ends your need for solar energy and gives you the King Stone of the Sun, allowing you to perform the King Stone Flash finisher. If you decide to take Nobuhiko's King Stone rather than break Golgom's brainwashing on him, you'll evolve into a full-fledged Creation King. Your Rider powers will become twice as potent, but you'll also become vulnerable to possession by your predecessor.

Skills & Abilities

All discounts are 50% of for the appropriate Origin.

Resourceful (-100, free for Drop In)

Just because you are new to this world, does not mean you can't get a roof over your head for the night or any food in your belly. This perk makes it easier to find hotels or nice people willing to take you in for a bit.

Strike from the Shadows (-100, free for Golgom Mutant)

You're surprisingly stealthy for a monster without a human form. Golgom trained you well. Sneaking up on people is easy despite your appearance, and you know how to go unnoticed even in crowded areas like a city.

Ride like the Wind (-100, free for Dummy Black)

You can't be a *Kamen Rider* without at least knowing how to ride a motorcycle, right? Not only that, but you're an absolute expert at motorcycle stunts too!

Good Genes (-200, discount for Drop In)

DNA is your specialty, and you are pretty great at manipulating it with the right equipment if you do so yourself. Splicing human and animal DNA is a breeze, as well as reverse engineering the work of other geneticists with enough time spent studying it. Of course, this is probably *very* illegal so I'd suggest keeping it on the down low.

Tactical Mind (-200, discount for Golgom Mutant)

You're much smarter than the average Mutant, able to plan dozens of steps ahead of your opponent in a fight and you know how to use your environment to your advantage. Leveraging your allies' abilities is trivial too. You are no Monster of the Week that's for sure, and your superiors will treat you accordingly.

Fists of Fury (-200, discount for Dummy Black)

You're no stranger to fighting, that's for sure, having extensive training in an unarmed martial art of your choice. You also find it easy to adapt these skills to suit whatever superhuman abilities you may have.

Cyborg Soldier Level 3 (-400, discount for Drop In)

You have undergone the same process that produced *Kamen Rider Shin*, allowing you to transform into a grasshopper-like humanoid with enhanced strength and regenerative abilities. This also comes with an incredible jumping range, heightened senses, bolstered stamina, and phenomenal lower body strength which allows you to run at great speeds and deliver kicks of intense force. In addition, you have limited telepathic communication with other identical mutants such as Shin himself and any children you may have after taking this perk. Because they're probably going to inherit this ability like Shin's son did.

Wild Side (-400, discount for Golgom Mutant)

You may look the part of an animal, but you weren't quite as wild as one. Now you are. This perk allows the user to enter, at will; a sort of berserker rage where your only thought is to kill whatever's standing in front of you. In this state your physical abilities are doubled at the cost of being unable to think ahead in any sort of meaningful way. Expect gratuitous amounts of blood and dismemberment when you use this ability.

Danger Instinct (-400, discount for Dummy Black)

You have a nose for trouble, some people might say. You always seem to be able to tell when evil is nearby whether it's Golgom, aliens, or mad science experiments. It doesn't tell you everything about the threat obviously. You just get a gut feeling when something weird is going on nearby, and following that feeling tends to reveal the problem.

Jumper Powered Warrior (-600, discount for Drop In)

You have managed to reverse engineer the technique the Earth Spirits used to transform Kouji Segawa into *Kamen Rider J*, and can use it for your own ends. You may now empower a person of your choice to act as your 'avatar'. They can assume a transformed state of your design with any powers you are willing

to give them. Of course, you can't give them any powers that you yourself don't have. The process itself is rather energy-intensive as well because you probably don't have the energy of an entire planet backing you up like the Earth Spirits did.

High Priest (-600, discount for Golgom Mutant. Cannot be taken by Dummy Black or Drop In)

You are now one of Golgom's High Priests. You're second only to the Creation King, and answer directly to him. And oh boy, if you thought it was going to be hard to defect from Golgom before then it's going to be much harder now! The reason why is that you know the process behind making Mutants, Dummy Blacks, and Century Kings. Theoretically speaking you could even give someone the full Century King treatment without a King Stone, but you will need a powerful enough substitute. You get the standard power boost associated with most evil generals that comes from a gem embedded inside of your body called the "Stone of Hell". You can also shoot pain-inflicting lasers from your hands and control fire. Unfortunately if this stone is removed you stand a good chance of dying (this weakness is removed after the jump ends), and if you survive then you mutate into a weaker and more monstrous Grand Mutant. While you would still be above most Mutants in terms of raw strength, you're going to need all of your power for the trials ahead. Add 50,000 years to your age.

Child of the Sun (-600, discount for Dummy Black. Cannot be taken by Golgom Mutant or Drop In)

Instead of one solar panel in your belt, you now have two. This has caused you to evolve into a stronger form resembling Kamen Rider Black RX. You can summon the Revolcane and assume the Robo-Rider and Bio-Rider forms in addition to the standard power boost. You still rely on solar energy to power yourself, but your upgraded form is more efficient in terms of absorbing it.

Items

Kamen Rider Black & Kamen Rider Black RX Blu-Ray Set (-50)

These chronicle the adventures of Kotaro Minami in the TV show this world is the reality of. If you're not familiar with the setting, you can use these to get yourself up to speed.

Kamen Rider Movies Blu-Ray Set (-50)

Similar to the item above, these are the original movies that Shin, ZO, and J starred in.

Stylish Wardrobe (-100)

It's the late eighties and most of the nineties, so why not look the part? This magical dresser contains fashionable clothes for every mundane occasion imaginable. Any destroyed clothing will be replaced in a week or so, and the dresser itself indestructible.

Contact List (-100)

The ten veteran Kamen Riders are busy people, constantly traveling the world and fighting evil wherever it sprouts up. In canon, Kotaro wasn't able to get direct help from them until near his final battle with the Crisis Empire. Not so with you. This is a book with detailed methods on how to find or contact them.

Blueprint-Z (-200)

What do we have here? This is a copy of blueprints for the cybernetic augmentations used by Doctor Mochizuki to change Masaru Aso into Kamen Rider ZO. With enough study and resources you should be able to recreate them. Or even *improve* on them if you think you have the scientific know-how.

Satan Sabre (-200)

A sword created by Golgom to be used by the two Century Kings. It was designed to channel the power of their King Stones, but it can easily be used with other forms of energy.

Road Sector (-300)

This is an advanced copy of Kamen Rider Black's second motorcycle, originally meant to be produced en masse by Golgom for its mutant soldiers. With a 1,515 horsepower engine this bike can travel at a speed of up to 310 miles per hour and higher. At 497 miles per hour, the Attack Shield is activated and rises up to protect the rider from harm and allows them to go even faster in order to reach the bike's top speed of 596 miles per hour. At this speed the rider can perform the Sparkling Attack, a finisher that consists of a full speed ramming with the bike. Don't worry about breaking it, its durable enough to withstand it.

RU Disc (-300)

This disc contains the data on the various robots employed by the Crisis Empire. Using this, it should be easy to devise counters for them or even build versions of them for your own use. It's written in an alien language though, so it's going to take a while to decipher.

Prototype Ixa Belt (-600, can only be bought with the Broken Chain drawback)

This is the prototype version of the Ixa System used by Otoya Kurenai to become Kamen Rider Ixa. As it's unfinished, you only have access to Save Mode and the Knuckle Fuestle. The armor itself tends to emit a lot of steam when in use, beeps constantly, and it even exhausts non-humans who should be strong enough to withstand the strain on the body. I'd recommend upgrading it as soon as possible if you have the skills to do so.

Companions

Let's Ride Together (-200)

You have a choice between Kamen Riders Black/RX, Shin, ZO, or J. Upon arriving in this jump, you'll soon find yourself becoming close friends with the Rider you chose (even if it's before they gain their powers) and have the option of taking them with you as a Companion after the jump ends.

Lights in the Darkness (-50 or more)

You may spend 50 points per person to import a Companion, or pay 200 to import eight of them at once. They each get a background of your choice for free and 500 points to spend on Skills & Abilities. They are unable to take drawbacks, buy items, or buy more Companions.

Extinction Time (-800, can only be taken with the Broken Chain drawback)

It seems that you have come to the attention of Kivat-bat the 2nd, the Fangire King's *former* partner. He's disgusted with the King's methods and after Otoya's death, thinks you would be a suitable replacement. Kivat the 2nd grants you the ability to transform into the powerful Kamen Rider Dark Kiva through a bite on your hand. He's definitely arrogant, merciless, and bloodthirsty but he does have a sense of honor. At the end of the jump he can join you as a Companion and gain a suitable human form.

Drawbacks

You can take some of these if you want extra points. However you can only get 800 points maximum.

Connected Continuity (+0)

If you've already taken the first Kamen Rider jump, you can select this perk to allow your history from there to import here. Actions have consequences of course, so the timeline will be altered to account for any changes you made. The world you arrived in may be vastly different from canon.

Could It Be Golgom?! (+100)

You knew this was coming. Those who take this drawback will automatically assume any unusual activity is the result of a Golgom plot and will plan accordingly, even when all evidence points to the contrary. Expect to be surprised a lot by non-Golgom villains.

Light-Sensitive (+100)

This is the eighties, and that means all special effects involve bright flashing lights of some sort. Now you are just a bit more sensitive to it than most. Either learn how to fight blind, or expect frequent seizures.

Broken Chain (+200)

There are these things called Fangires. Similarly to vampires, only they directly feed on life energy rather than blood and can have a variety of animalistic monster forms. A year before the jump starts, there was a man named Otoya Kurenai who fought them as Kamen Rider Ixa and quickly ran afoul of the Fangire King after sleeping with his wife. Otoya managed to kill the King with the help of his son from the future, creating a sort of stable time loop. That did not happen anymore. Otoya was killed by the King, who now desires to prove his race's superiority over humanity by exterminating them all. You should keep on your guard, because now there'll be a lot of Fangires hiding in plain sight by taking the forms of their victims.

Hamshin! (+200)

Your powers now depend on how hammy you are. The less hammy you are, the weaker you get and vice versa. In order to transform and maintain it you have to be the biggest ham you can possibly be. Stealth is impossible and you should forget anything you know about subtlety.

Authenticity (+300)

You're a filthy cheater, with all those otherworldly abilities of yours. So for the duration of this jump, any powers from previous jumps are disabled as is access to the Warehouse. This goes for your Companions as well. You will be limited only to any powers and items you buy in this jump.

Priority Target (+300)

The Creation King has been made aware of your true nature, and has decided that you would be an ideal vessel rather than the two Century Kings. Golgom will prioritize capturing you above all else, and will use all of the resources at their disposal to do so.

Lone Defender (+600)

Kotaro Minami never escaped Golgom and was fully transformed into Century King Black Sun, leaving no one to oppose them. If nothing is done, the new Creation King will rise to power and Golgom will take over the world. Things will get even worse when the Crisis Empire and The Fog show up, turning Earth into an absolute warzone as all three factions strive for dominance. Even you took Connected Continuity as well the previous Kamen Riders will fall before their might. It falls to you, Jumper, to save the world. Meaning that if you fail in defeating them, your chain will end and you go back home.

If you chose to replace Kotaro Minami, instead Golgom's range of influence will be much farther than it originally was. They've infiltrated every level of government in every country on Earth. They practically

rule the world already from the shadows. They just need the Creation King to take that final step. You're not leaving this universe until *every last trace* of Golgom is wiped out, and erasing them will require a lot more than killing a few monsters or stopping a few hidden plots here and there. Unless you're supernaturally good at espionage, expect to be here for more than 10 years. Stopping the Crisis Empire or any of the other threats is not required, just Golgom.

Victory!

Well done! You've survived ten years in the weird world of Kamen Rider. What are you going to do now?

Stay Here – This world always needs heroes to defend it. A new era in Rider history will begin at the turn of the millennium.

Go Home – You have had enough adventures to last you a hundred lifetimes. Now you just want to see your family again.

Continue – There's more adventures to be had! Onto the next world of course!