



Welcome to the war.

Years ago, on an Earth much like the one you are familiar with, there existed the Power Rangers. Mighty defenders of Earth, they were all that stood between it and the forces of Rita Repulsa, an evil witch bent on conquest. On every other Earth, she empowered a teen, Tommy Oliver, as her Green Ranger, but he ultimately turned on her and joined the forces of light. Here, and only here, he chose evil. Under the name Lord Drakkon, he helped lead her forces to victory and destroyed the Power Rangers, before turning on Rita and taking over.

Now, Lord Drakkon's gaze has cast itself across the Multiverse. Countless worlds, many with their own Power Rangers battling against evil. Each with their own unique ties to the power source known as the Morphing Grid. Lord Drakkon's armies are on the march, world after world, targeting Rangers and bringing their Lord the Morphers they collect.

Lord Drakkon's goal is nothing less than absolute power; not merely conquest, but power enough to claim all realities as his own. The Multiverse is on the brink of chaos, as the forces of good and evil clash across space and time.

Whatever your reason, whatever your cause, coming here means landing in a reality at war. What you do from here, however, is up to you.

You receive **+1000 CP**, and will be in this Multiverse for ten years. Good luck.

Gender & Age:

Once a Ranger, always a Ranger. You can pick any age fourteen or above and any gender, or retain your current selections.

Location:

Roll 1d8 to determine your starting location, or pay 50 CP to select:

- 1: Command Center (MMPR).** In the mountains surrounding the California city of Angel Grove, an ancient structure sits silently. This is the headquarters of the Mighty Morphin Power Rangers, and for years was the epicenter of the battle to protect Earth and defeat evil. If you're not a Ranger, expect Zordon to have a lot of questions about what you're doing here.
- 2: Harwood County (Super Megaforce).** This Southern California city is relatively quiet and pleasant, were it not the epicenter of an alien invasion and the home of those seeking to fend it off, the Mega Rangers. While the current Multiversal conflict takes precedent, you might want to watch out for any strange insect-like invaders while you're here...
- 3: Mystic Forest (Mystic Force).** Somewhere close to Root Core, in the forests near the city of Briarwood, this is a place rich in magic where the borders between worlds are thin indeed. Udonna, White Mystic Ranger and mentor to the Mystic Force Rangers, watches over these woods. Be warned, she doesn't take to unexpected invaders well, so tread these woodlands with that in mind.
- 4: Corinth (RPM).** In a world fallen to an apocalyptic force of robots, Corinth stands alone. This domed city is the last sanctuary for humanity in a world besieged by the horrors of Venjix, defended by the Ranger Operators. Showing up here unannounced is a good way to get everyone up in arms and on high alert, considering not only the threat of Venjix but the threat now posed by Lord Drakkon's armies.
- 5: Delta Base (SPD).** The Space Patrol Delta Base Headquarters, also known as Delta Base, is the Earth-bound headquarters for Space Patrol Delta, an interplanetary police force. With their own SPD Rangers on hand to protect the Earth from any threats, this may be one of the better places to land. At least this world is used to odd visitors from all corners of the galaxy.
- 6: Early Cenozoic Era-Earth (Power Rangers).** Well, this is awkward. You've wound up in a place far away both in space and time from almost everything else. The Earth is still recovering from the end of the Cretaceous period, and humanity is a long ways away. On the plus side, there is a very helpful Blue Ranger here, just as baffled as you are, who may be able to help bridge the gap from this world to one a little more... interesting.
- 7: Lord Drakkon's Tower (???).** If you're not already a supporter of his, this is a bad place to be. You've shown up in the heart of Lord Drakkon's Multiverse-spanning empire... in his throne room, no less! Even if he isn't present right now, no doubt such a visit will immediately get his attention. If you're not looking for a fight or to affirm your loyalty, I advise you to start running.
- 8: Morphinominal!** That's some wild luck. Choose your location from any of the above, or anywhere else in Power Rangers history.

Origins:

In a conflict with as many sides and in as storied a Multiverse as this one, where you come from can matter a lot. Choose any Origin; while any of them can be a Drop-In, the Visitor is best suited for that.

Power Rangers: Defenders of good, champions of the light. Empowered by energy from the Morphin Grid and the powers within it, Power Rangers can harness this through special channeling devices known as Morphers to 'Morph' from their normal appearance into an armored form with enhanced abilities. To be a Power Ranger is to stand against evil and protect the innocent, no matter the cost to one's self. However, with the approach of Lord Drakkon's seemingly endless forces, it may take more than a single team of selfless heroes to turn the tide...

Forces of Evil: As varied as the many stretching tendrils of the shadows, the Forces of Evil each seek their own roads to absolute power. While most are known for their use of lesser monsters to do their bidding, only a fool would underestimate the raw might of such a force one-on-one. The Forces of Evil would long ago have conquered countless worlds, were they not opposed constantly by the Power Rangers. Yet in dark days such as these, those divisions may begin to blur. Better the heroes you know than the devils you don't...

Drakkon's Legions: Lord Drakkon was once a mere Power Ranger, but after slaughtering the Rangers of his world, he turned on his Rita Repulsa and took over her legions. Now, Lord Drakkon's forces spread out from world to world across the Multiverse, conquering Rangers and claiming their Morphers. His goal? Nothing less than complete god-like control over the Morphin Grid, the power to reshape reality as he sees fit. Are you one of his loyal minions? A brainwashed puppet, following his commands? Or do you have higher aspirations, perhaps to do to Lord Drakkon what he once did to his own benefactor? Whatever the case, you have joined a side openly at war with all other realities. Best hope you're up for the job.

Visitor: The Grid stretches across the Multiverse, even to worlds that have never known Power Rangers. But with Lord Drakkon's war stretching ever further, and the Forces of Evil unleashed in their wake, it's no longer enough to stand apart and alone. Already great heroes from a distant world known for its powerful fighters have joined the war. Will you enter their ranks and fight for the future? Or do you have another agenda? After all, much like Lord Drakkon, it isn't like these people know you well enough to predict your next moves...

Perks:

All Perks are 50% off for their respective Origins, with 100 CP Perks free (unless noted otherwise).

General:

Battle! (Free for all Origins) Without the ability to fight, you won't last long in this conflict on any side. This Perk grants you years of training in your choice of martial art, plus any two weapons and an enhancement to stamina and cardio to let you fight a little longer and a little harder.

Incorruptible (100/200 CP) Your foes, be they the forces of light, of darkness, or something else altogether will be all too eager to shift you to their side. To 'redeem' or corrupt you, as they view it. Now, they can try, but they will fail. All but the most powerful technique- or those you allow to function -will fail to shift your alignment or enslave you, and you'll have enhanced resistance to all forms of mental manipulation. For an additional **100 CP**, you can have such effects 'seem' to function for those who attempt them against you, while also granting you instinctive nature of who did it and how it 'should' have functioned. Perfect for playing along, if you so wish.

It's Morphin Time! (Free for Power Rangers and Visitors, 200 CP) When all hope has fallen, when the foe is too much for the common man to withstand, when darkness threatens to snuff out the light... the Power Rangers will rise. This is the power at the crux of their existence. Tied to a Morpher unique to your brand of Ranger, you can channel the power of the Morphin Grid to assume a colorful alternate form. This uniform, made of a self-assembling nano-fiber formed with an inter-cellular shape memory alloy, comes complete with face-obscuring helmet and incredible enhanced durability, strength, and speed. While tied to your Morpher for accessing the Grid, this power is uniquely a part of you, and in a pinch allows you to use jury-rigged or alternate methods (like borrowing another Ranger's Morpher) to access it. When not Morphed, your overall physical abilities will still be slightly boosted, especially your reaction time.

For Lord Drakkon! (Free for Drakkon's Legions, 200 CP) There are not enough Morphers to outfit an entire army, and even if there were, the Morphin Grid would buckle under the strain of attempting to support so many to such a degree. Such concerns are beneath Lord Drakkon, however, as they now are for you. You receive a pseudo-form of Morphing, complete with armored form based on one of the Mighty Morphin Power Rangers, that while not as powerful as an individual Ranger comes with the advantage of not requiring a Morpher to access. As an added bonus, yours does not have the same vulnerability Drakkon's forces normally have; if the transmission equipment used to confer this power across the Multiverse is damaged (or missing in the case of future Jumps), you will still have access to this form.

My True Form! (Free for Forces of Evil, 200 CP) What use is humanity when there is power to be claimed and battles to be won? And what kind of coward relies on a 'Morphin Grid' or power stolen from it for their victories? Your form is entirely your own... it just won't be winning any beauty contests. On command, you can use this to change from a human form to a truly monstrous one, with power and durability matching that of a Power Ranger's own. You'll need skill, good weapons, or a nice army of minions to be able to match a whole team with this alone, but it'll make a fine surprise for those self-righteous do-gooders.

Power Rangers:

100 CP: We Fight Together! What makes a Power Ranger more than just another hero? Not just their power, but how they use that power in concert with their teammates and allies. In this time of great uncertainty, those allies could shift rapidly, which could make this Perk especially helpful. With it, you can automatically coordinate better with your allies, and they with you. This won't prevent a completely unskilled or unlucky ally from getting in your way, but if they could normally collaborate with someone they'd trained and fought alongside for years, they can with you. This also provides an enhancement to learning how to collaborate with your allies faster in general, giving you an insight into how to best combine your unique gifts in a fight.

200 CP: Tag Out. Fighting an army solo is impossible for even the toughest Ranger. Fighting one that can literally call on reserves from across the Multiverse? Not happening. Good thing Rangers don't fight alone. This unique power lets you 'Tag Out' from a current fight; you can call upon a Companion you currently have in the world (be it by taking them as new Companions in this Jump or having Imported them at the start), and they can swap spots with you instantly. Any Companions who take this power can do the same for you and their fellows, but you can all only Tag Out to a single specific person once a day.

400 CP: Zord Parry. Piloting a Zord is one of those things Rangers have to take for granted, given how frequently the Forces of Evil have the ability to make themselves or their minions giant-sized to escalate conflicts. You have gained a level of compatibility with yours that borders on the supernaturally impossible. In exchange for an expenditure of your own energy, you can call upon your Zord even when not inside it, using it briefly as if you were inside piloting it to strike at foes or counter attacks intended for you. This will only work if your Zord is within a mile of your current combat location, or could reach it thanks to some function (such as teleportation, open portals, or the like). This also greatly enhances your skill at piloting your Zord or similar machines. After this Jump, this power can be used for any mech (or equivalent) you own, but only on one at a time.

600 CP: Cinematic Super. The ultimate apex of your power and ability, this attack is fueled by the raw energy of the Morphin Grid. For a brief time or a single all-out attack, whatever assault you unleash is supercharged for maximum impact and destructive results. Don't be surprised if a foe beaten in this way just falls over and explodes from the sheer might you just brought to bear. Due to how taxing this is to call upon, do not expect to be able to use it more than once a fight, at least when you first gain it. Then again, if you face a foe who you need to use this on multiple times, you might want to call for backup...

Forces of Evil:

100 CP: Backstabbing Brothers. Evil normally is not prone to getting along, following orders, or accepting that someone else should get the last slice of pizza. Backstabbing, betrayal, and other unfortunate incidents therefore tend to be commonplace, and can be the ruin of an otherwise successful evil empire. This is not something you will ever have to worry about; any organization you are a part of or heading up seems strangely resistant to such internal squabbles turning to action. People might still argue, complain, or make snide remarks when one another fail, but no one is going to be setting up their 'rivals' to be killed by Rangers or anything like that. If anyone does leave the organization entirely, though, this no longer has any effect on them. But on a plus side, this has no effect on what you chose to do either, should you decide to murder your own way up the ranks...

200 CP: The Dark Arts. What good is a proper master of evil who can't back that up with some powers? Now, you have your own unique set of abilities based around a single theme. Pick any appropriate word; 'magic', 'robots', 'spirits', 'pirates', etc. You now have some training and ability in powers related to this field. Robots might see you have electrical attacks and keen engineering skills, Magic could grant you a handful of inherently known spells and a reserve of energy to cast them with, etc. Just remember to do some bad with all this power, you hear?

400 CP: Minion Creation. Planning on conquering the whole world (or beyond) by yourself? That's never going to fly against folks who are so obsessed with teamwork and friendship. Besides, why get your hands dirty? This Perk grants you the unique ability to create minions based on a single theme. If you bought The Dark Arts and pick the same word you did from that, your minions will be much stronger. It takes time and energy to make them, though, and the stronger the monster the longer it'll take. So plan your evil schemes accordingly, and afford yourself time to spin up a proper force to show those do-gooders what for!

600 CP: Make My Monster Grow! The Power Rangers not only get super powers, but also high end weaponry AND giant robots that fight for them?! That's not fair! You deserve giant warriors of your own, otherwise how are you going to squash those pesky Rangers and all these dumb cities? Now, once a week, you can employ a unique method to cause something to grow to giant size. This could be a Follower, a Companion, or even yourself if you decide to join the battle in person. If you purchased Minion Creation or have a similar Perk that creates beings, they can be affected by this as well.

Drakkon's Legions:

100 CP: We Are Legion. Power Rangers, and even the normal Forces of Evil to an extent, rely on small focused teams with a lot of power. Lord Drakkon does not; he relies on massive numbers working in coordination to choke enemy forces and smother resistance. You are now well-trained in squad combat, from coordinating air support for ground assaults to using the movement of your forces to cut off and box in powerful targets. In addition, you know how to train others up on this tactics quickly, enabling even new recruits to catch on fast and become valuable assets.

200 CP: Catch & Contain. Lord Drakkon doesn't just want his forces to go out there and massacre. He wants to conquer, and he wants very specific components to do so. If he wants a Ranger alive, or wants to capture intact Morphers, he's not going to be pleased if he hears either were atomized. You are now exceptionally skilled at taking your quarries alive and whole. If you designate a target as one you wish to Catch & Contain, you can unleash all kinds of hell on them with any weapons or powers you have and remain confident that when the smoke clears, you can confidently let your superiors know 'Target Acquired'.

400 CP: The Last Lesson. Betrayal; the finest art. Used improperly, the fool will not survive to try again. But if successful, it can see a pawn become a king in a single act. Not only do you now have a keen sense for when to (or to not) turn on those who think you their subordinate or partner, but you'll find whatever forces they had under them will be much more willing to follow you if you succeed. Note; *if*. Make the most of your best opportunity, or this really will be the Last Lesson.

600 CP: Apotheosis. Power belongs in one set of hands only; your own. You are now capable of consuming and controlling any source of power you can reach, letting it be absorbed into your being and become an integral part of you. No fears of overloading, no concerns about contradictory powers inside you; all power you consume becomes your power, period. Yours is an endless reserve begging

to be filled, Jumper. Just be wary it doesn't come with an endless hunger as well...

Visitor:

100 CP: Lucky Break. Getting thrown into a new world can be problematic if you have the poor luck to be hurled into the heart of unfriendly or enemy territory before you even have a chance to get your bearings. Jumpers know this fact all too well. Now, however, you have an inherent bit of luck when ending up in a new world/reality; you'll always end up a little further away from any potential threats, and a little closer to any potential allies, if possible. This might mean little in some places, and the difference between making friends or being attacked immediately in others. You can toggle this on and off, if you'd like to maintain the surprise factor.

200 CP: Unorthodox Combat. In a conflict dominated by shifting monsters and morphing teenagers with attitude, the last thing most would be prepared for is someone coming in with not just a lifetime of martial arts training and experience but who can also channel ki and fling fireballs. Even when un-Morphed/transformed, you retain the power to do exactly this, along with the battle-hardened ki reserves to square off for hours before running low.

400 CP: Hanto Hadouken! It also seems like overkill to give someone like you the powers of the Morphin Grid, but damned if you don't make it look good. You can easily incorporate new powers and abilities, combining them on the fly with your existing ones to create all kinds of fun and deadly new creations. Used to throw a ki-based projectile? Just gained Ranger powers based on the Crimson Hawk? Combine them to make a 'living' flaming hawk projectile that can fly into and through opponents several times before dispersing with a hawk's cry. The most powerful of these combinations will be more taxing than their normal varieties, but with results this effective, who is going to complain about that?

600 CP: Wandering Warrior. Arrive somewhere new. Get embroiled in the local conflicts. Defeat all rivals. Improve. Contemplate. Move on. This was old hat for you before this war, and it'll be a part of you long after. All your powers, your skills, and your abilities are now completely uncapped. You can always improve, in every facet, so long as you always keep experiencing new things. New places to go, new things to learn, new people to test your might against. Given enough time spent living an interesting life, you could turn even a mundane combat art into something that could rival the gods. May the Power protect us if you hone something much stronger for that long instead...

Items:

All Items are 50% off for their respective Origins, with 100 CP Items free. All Origins have +200 CP for this section only.

General:

Free: Merchandising! Want to remember your time here in a fun fashion? Or just really confuse the heck out of the locals? You'll receive a large box containing copies of Power Rangers: Battle for the Grid on every console it has been released for, each of those consoles with two controllers, and a decently powerful PC gaming rig with the game pre-installed. We'll even throw in a combination monitor/flat screen TV to play it all on, and the entire Shattered Grid comic series.

100: Communicator. Whether it is the classic Wrist Communicator or a more esoteric form, staying in contact with your allies is paramount. This set of Communicators is special, in that there is one for every Companion you have, and they can function without issue across an entire Multiverse. Bear in mind, the signal can still be jammed, but barring that you can keep in contact and let them know where you are and what's going on even from a whole reality away. Lastly, if you have a method of teleportation or dimensional travel, you can attune it to the Communicator to make for easy transit to and from.

Power Rangers:

100 CP: Morpher. This device is directly tied to the Morphin Grid, an interdimensional latticework of power that stretches through time and space and all across the Multiverse. By utilizing it, you can Morph into a Power Ranger, complete with all the powers and abilities that comes with it. This will also serve as your 'Key', allowing you to pilot any Zord or Megazord you possess. In addition, this will allow you to summon any Items or Zords you purchase in this Jump to your side once you have Morphed.

200 CP: Power Weapon. This is a weapon unique to your Ranger form, and as such its powers vary as much as the myriad of Rangers do. From sword or bow to spellcasting staff, whatever it is fits your hands and fighting style like no other. In addition, being charged with energy from the Morphin Grid, it can deal damage even to foes normally immune to conventional weapons.

400 CP: Command Center. Heroes need a base of operations. Somewhere they can rely on, somewhere they can come home to. The Command Center is exactly that. With powerful computers and technology capable of scanning for disturbances, showing distant sights through a centralized globe or screen, and even teleportation to and from it, this would already be an incredible thing to have before discussing the training room or the many labs and workshops within. With time and resources, everything from new Morphers to even new Zords could be built using what the Command Center can offer. And to top it all off, it even has an area down below where people can live and rest. Post-Jump, you can use this as a Warehouse attachment, or Import it to future Jumps. We'd advise taking advantage of the teleportation feature and picking somewhere hard to reach, like the mountains.

Forces of Evil:

100 CP: Dark Tome. Every decent master of darkness needs somewhere to start. This Dark Tome possesses countless spells, tricks, and guidance to instruct you on how to curse others, brainwash

people, convert things into monsters, and generally commit loads of personally profitable evil. Bear in mind, all the especially good tricks take time to prepare and rare reagents, so anything exceedingly clever you might only get to employ a handful of times at most per Jump.

200 CP: Dark Apparel. Mighty armor. A powerful staff or sword. Some... *questionable* headgear and accessories. If you want to conquer the universe, you best come prepared to do it in style. Not only will your attire always conform comfortably to your form regardless of any transformations you undertake, but it will provide as much protection as reinforced full plate even if it appears to be made of just fabric and a few bits of decorative metal. Any weapon you chose to take with this will be a perfect conduit for your energies and spells, making it a deadly enhancing focus. And should you ever need to cast it away from yourself- say, for a spell or power intended to increase the size of loyal beasts in combat -it will return to you at a mere thought.

400 CP: Green Candle. Your foes really need to learn to start taking you more seriously. With this Green Candle, if you obtain a sample of their power- be this their blood for supernatural/personal abilities, or something else -you can incorporate it into the magical wax by way of a ritual only you will know. After this, simply light the candle and wait. Once the candle has completely burned down, all of the target's power will be drained and they will be left as helpless as a baby. As an added benefit, this act is remarkably debilitating for the target. Which, if they realize what is happening, could be a downside; the candle must burn all the way down naturally (no accelerations) to drain their powers, so once it is lit be prepared to defend it against any potential threats. You'll receive a new Green Candle at the start of every new Jump, or every ten years, whichever comes first.

Drakkon's Legions:

100 CP: Mastodon Sentry Armory. No sense in showing up to a fight unprepared. With this, you'll receive a set of weapons fit for an oppressive ground force. Five energy rifles, five walkie-talkies, two crates of modular explosives that can function as grenades or mines, and a single Black Dragon Cannon capable of disrupting Ranger powers on impact. You also receive the blueprints for all of the above, if you have a mind for mass production. You can purchase this multiple times, with only the first purchase free for Drakkon's Legions.

200 CP: Power Relay Tower. This monolithic command center contains a throne room, lab, and other facilities one could easily use as the cornerstone of a thriving empire. What shifts it to being a structure worthy of a Multiversal conqueror, however, is the ability to relay controlled powers to a large number of parties regardless of where they are. With this, you could use Power Coins to empower legions of Sentries, necromancy to raise and command worlds of zombies, and more. Bear in mind, it has to exist inside the Multiverse to function (so no Warehouse attaching if you want to use the Power Relay), and if destroyed those empowered by it will immediately lose that empowering... but that's a small gamble to risk to begin your conquering, isn't it? Post-Jump, you can Import this into future Jumps, or leave it attached to your Warehouse if you just want a cool spot to brood and issue orders from.

400 CP: Green Chaos Crystal. This powerful and dangerous crystal possesses eldritch abilities, many of which have yet to be discerned. What can be said about it for certain is, it can be used to tap directly into the Morphin Grid and allow its holder to traverse dimensions. This artifact is at the heart of Lord Drakkon's plans for Multiversal conquest... and now, you have your own copy. Rather than green chaos energy, you can charge it using any power you personally have. Careful use of it will be required to allow safe transit, but if you study and experiment you may find it capable of even more, and may find visions of other realities, other worlds, even other versions of one's self.

Visitor:

100 CP: Traveler's Bag. This plain over-the-shoulder drawstring bag contains all the requirements a wanderer could ask for. A set of healthy trail rations and bottle of pure water, which is enough to keep a person fed and content for a full day. A bedroll, which makes any surface slept on smooth and comfortable for the user. A bar of soap, which when used with water on anything will clean it and restore it if it is damaged. And finally, a roll of bandages, that will seal any wound they are used on. Anything taken from the Traveler's Bag and used up or destroyed will be found whole and new inside it at sunrise or after 24 hours, whichever comes first.

200 CP: Class of Angel Grove '93. This attire, which is surprisingly comfortable and fitting, can look like anything when purchased... well, anything that would fit in fashion-wise for the year 1993 in the United States. When worn, any group or location you wish to fit in to will easily accept you as long as you don't do anything outright rule-breaking by their standards. Slap this on and go join the local high school, even if you're blatantly in your thirties and built like a side of beef that lifts too many weights. Or use it to infiltrate the enemy ranks, even if their usual dress code isn't 'denim jacket and jeans'.

400 CP: Dimensional Portal. Less an Item and more of a 'deployable gateway', the Dimensional Portal can be Imported once a Jump to create a semi-permanent bridge between that world and an adjacent one. This can allow safe and near-instant transit between the two worlds, regardless of how far apart in the Multiverse they are or how different they may be. At will, the owner of the Dimensional Portal can close it, though this can only be done once, terminating that instance of the bridge permanently. A Dimensional Portal can only be opened once per Jump, or every ten years, whichever comes first.

Zords:

When Zords battle, it's the ground that suffers. And the buildings, and the monsters... Zords are massive machines, empowered by the Morphin Grid and other energies, that come at the call of Power Rangers to even up the score against their greatest foes. Individually strong, Zords can typically combine to form a Megazord, a single larger unit even more powerful than their separate parts. To aid you in your battles here, a single Megazord will be granted to you based on your Origin for free; to keep them after this Jump, or to select another, pay the cost listed. Lastly, if the Megazord has component Zords, you now (necessarily) possess them as well. Finding drivers/pilots for them, however, is up to you.

Dino Megazord (Free for Power Rangers for this Jump, Discounted for Power Rangers to own; 600 CP): Comprised of five Dinozords, this behemoth is a classic in terms of power and ability. While not as swift as some of its successors, the Dino Megazord makes up for that in durability and the impossibly powerful Power Sword. This weapon, when fully charged, can down almost any foe in a single swipe. Be warned, this Megazord normally requires multiple persons to properly pilot it.

Mega Goldar (Free for Forces of Evil for this Jump, Discounted for Forces of Evil to own; 600 CP): This, uh... is not a Megazord. This is a very large angry winged blue monkey man in gold armor with a massive sword. In his Mega Goldar form, he can go toe to toe with even full Megazords, providing you a fine counter to those frustrating do-gooders. And with greater skill, stability, and sense of self-preservation than your average monster, he's a lot more likely to survive such an encounter even if it goes south. Obtaining this also provides you with Goldar as a Companion, be it temporarily for this Jump or permanently depending on whether you purchased this or not. He can shift between his Mega Goldar form and a humanoid-sized one, though the shift does take enough energy that it is unwise for him to do so too frequently.

Dragonzord (Free for Drakkon's Legions for this Jump, Discounted for Drakkon's Legions to own; 600 CP): A massive semi-autonomous Zord, this behemoth comes equipped with finger missiles, a drill-tipped prehensile tail, and a bad attitude. Using this comes with the powerful Dragon Dagger, a flute knife capable of channeling Green Energy for combat and summoning/controlling the Dragonzord from afar. If you so wish, this can be the classic green-and-gold model, or it can appear as the 'Black Dragon' once used by Lord Drakkon as an advance scout/weapon against other worlds...

Samurai Megazord (Free for Visitors for this Jump, Discounted for Visitors to own; 600 CP): This tremendous powerhouse, formed by the five Samurai Rangers' Folding Zords, comes complete with a sword and shield befitting its appearance as a samurai. Capable of incredible attacks and defenses, it is a well-balanced Megazord that in a pinch can be summoned and utilized by a single Ranger (though it is intended for a full team to pilot it).

SPD Delta Squad Megazord (Discounted after purchasing any other Zord; 600 CP): Comprised of the five Delta Runners, this Megazord is intended to be able to defeat and capture super-sized opponents. In addition to its Delta Blaster and Delta Sword, it possesses two unique and powerful features; the Judgment Scanner which can determine if a suspect is innocent or guilty, and the Shrink Cuffs that can be used to downsize opponents for safe and secure capture. Perfect for Rangers who seek to uphold the law and take foes down non-lethally where they can.

New Challenger (Discounted after purchasing any other Zord; 800 CP): Got a Megazord you'd like to obtain that isn't listed here? Pay for it, and you can obtain it, along with any component Zords.

Your only limitation is that the Megazord cannot be composed of more than five component Zords.

Companions:

It won't suffice to join this battle alone. Companions can spend their CP on anything except for Companions and Zords, unless otherwise noted. All Companions can take Drawbacks for additional CP.

Mook Squad (100 CP ea.; first purchase free for Forces of Evil and Drakkon's Legion): Looking to beef up your numbers, if not your overall power? This squad of five Followers should help. Be it the classic Putties and Cogs, more modern grunts like Hengemen or Tronics, Drakkon's Ranger Sentries, or some new horror of your own creation. They're not super-strong or super-smart individually (though a single one would be more than the match for almost any baseline human in a fight) but they excel at mob tactics and following orders. If (when) they are destroyed, you'll gain new ones in 24 hours to replace those losses. Companions can purchase Mook Squad to gain their own personal minions, though these Followers take a full week to be replaced if destroyed. You may purchase Mook Squad as many times as you would like.

Jumper-5 (100 CP; free for Power Rangers and Visitors): Ay-yi-yi! This little robot buddy may not look like much, but it can be an invaluable ally. Skilled in Zord maintenance, Morpher construction and repair, and bearing a veritable library of information on monsters, magic, and the Morphin Grid, Jumper-5 (who would really appreciate it if you could give it a better name) is eager and able to help with all aspects of this war (and your Chain in future) if you'll let it. Just be forewarned, it's not much use in a fight... at least, not currently.

Rangers Together (Free): No sense in going at this war without backup. You can Import up to two Companions for free, or make brand new ones. They can take any Origin, gaining 500 CP if the Origin is different from yours or 600 CP if it is the same.

Rangers Forever (200 CP): Not interested in just bringing a small squad? Then bring everyone! You can Import as many Companions as you'd like. They can take any Origin, gaining 300 CP if the Origin is different from yours or 400 CP if it is the same.

Across Time And Space (100 CP ea.): Interested in taking some of your new friends along with you for more adventures? Well, they've already got some new familiarity with the Multiverse, so that shouldn't be too hard a conversation. Each purchase of this will provide you with a token; any ally who accepts this Token can come with you as a Companion after this Jump, and count as one for the remainder of this Jump for any effects/rules that would be relevant. As an added bonus, if they are part of a team (e.g., the Red Ranger of the Mighty Morphin Power Rangers), you gain a discount on tokens purchased for all other members of that specific team. This also works for the Forces of Evil, in case you had your eyes on a particular handful of villains and related monsters...

Drawbacks:

A war is a bad time to get greedy... then again, a little extra power could make the difference between life or death. You have no limits on number or value of Drawbacks you can take.

+0 CP: Shattered Grid. Want to spend your time in the Boom! Comics timeline instead? Fair warning, things can get rather dangerous there. But if so, use this Toggle.

+50 CP ea.: Long-Runner. Feel like ten years just isn't enough time to get your fill of this absurdly dangerous Multiverse? Each time you take this, up to a maximum of six times, your time in this Jump increases by five years.

+100 CP: Unwilling Transit. The good news is, with all this conflict going on, traveling between realities in this Multiverse isn't that hard and whatever side you're on probably has means to do so. The bad news is, you're going to need it; expect to be sent all over the place to all kinds of alternate worlds and times, even after this war wraps up. You'll never end up stranded there (there'll always be a way back), and once the war ends this will happen at most once every six months, but expect to get tossed around the Multiverse like you were speed-running your Chain.

+100 CP: Cheesy. In some worlds, this would be a much more significant Drawback. Here? You'll blend right in. You're prone to saying things and wearing attire that is decidedly cheesy in a very 90s radical sense. Pastel colors and making up terms like 'Morphinominal' and trying to insert them into everyday conversations are the low end of this, and at the high end you'll chew more scenery than Rita Repulsa with a splitting migraine.

+200 CP: Misunderstandings. Just met some new folks? Expect to throw hands. With this Drawback, anyone you meet for the first time who is a part of this conflict (even after it resolves) will want to kick things off by fighting you. Misunderstanding? A desire to test your might? A friendly spar? Caught them on a bad day? You're gonna hear a lot of different excuses for why you're getting into fight after fight before you even get to swap names.

+200 CP: Meters. Basic moves and powers and spells, you can handle that same as ever. The really powerful stuff? Now you have to build up to it. Anything related to your personal power requires you to attack others, while anything involving summoned creatures or Zords requires you to get hit. Thankfully, this only applies during actual combats.

+200 CP: We Have Reserves. Your enemies have been recruiting. Where once you might've fought four or five, now it'll be ten to twenty. One super-strong monster? Try a squad of five of them. Sometimes it won't even be different opponents, but clones or magical duplicates or robots with abilities so close to the original the difference is moot for you. Expect the fights for you and your nearby allies to, accordingly, always be a lot rougher.

+200 CP: Unbalanced AI. It seems like every one of your enemies has just gotten a lot more competent in virtually every field. Improved personal and squad tactics, enhanced weaponry and armor, and a shocking degree of additional power behind their attacks. Even a small squad of grunts like the Mastodon Sentries could take down vastly more powerful folks on your side if they can isolate them. You're going to have your hands full dealing with this from here on out, unless you can really imbalance the battlefield in your favor.

+200/400 CP: Priority Target. There's only two sides in the conflict when you come down to it; Lord Drakkon's sprawling Multiversal army and empire, and everyone else. Now, whichever side you don't belong to has twigged to how special you are... and they're planning accordingly. Expect the enemy forces to not just take you into account for their schemes but to work on specific spells, machines, monsters, Morphers, and more explicitly to counteract you. For an extra **200 CP**, that side has a full readout of all your Perks, Items, Companions, Followers, and Drawbacks. Expect them to make ample use of it.

+300 CP: Warehouse's Closed. No chance in hell that your Benefactor (or any other powers across the Chain) want that psychopath Lord Drakkon anywhere near them. For the duration of the Jump, you lose access to your Warehouse and any other extradimensional properties (e.g., pocket dimensions, personal planar realms, etc.) you own.

+300 CP: The Great Battle. What before was a much more rapid assault on both sides has now bogged down into the Multiversal equivalent of trench warfare. All sides are now on full alert and digging into any territory they can. Frequent forays into other worlds buy the extraplanar equivalent of a handful of miles, and such gains can be reversed in short order. Expect larger scale deployments, wider ranges of conflict, and a much higher body count as this drags on through the years.

+300 CP: Cursed Into Subservience. You're not on your side willingly. Some piece of your equipment- a weapon, armor, accessory, etc. -is maintaining a brainwashed state on you that has you working for your side with absolute loyalty. Your only hope of being freed would be if that equipment was damaged, but even then you may have a tough time now caught between the side that effectively enslaved you and the ones you've been fighting up until now...

+400 CP: Too Much Jumper Energy Is Dangerous! Blame Lord Drakkon for putting so much strain on the Morphin Grid, but this reality can't handle your extra-dimensional powers on top of everything else. Other than Perks purchased here, you're reduced to your Body Mod.

+500 CP: The Jump Candle. Somewhere in this Multiverse exists a candle. Were you to see it, you'd instantly think 'Wow, that color scheme really reminds me of myself!' And you'd be right to; it is a magical power-draining candle, attuned to you and your powers across the Chain. If someone manages to find it and burn it, and let it burn down all the way, all of your Perks will cease to function for the duration of this Jump. On the plus side, we won't let this be a total 'Needle in an infinite number of haystacks' situation; The Jump Candle is located in one of the Locations listed at the start of the Jump. Best start exploring the Multiverse and fast, unless you want to spend this Jump relying on the kindness of Companions.

+600 CP: Grid Reforged. The Lord Drakkon of this Multiverse went mad and began his journey to godhood because the Green Chaos Crystal showed him that he was the only Tommy Oliver to ever choose evil. Regretfully, this is now no longer true. The Lord Drakkon of the Shattered Grid timeline has learned of this one, and opened a gateway between the World of the Coinless and this one. Now, the twin Lords have gathered an even larger, more diverse, and more powerful army, and their goal of Multiversal conquest is more attainable than ever before. Reality itself will be forever changed if they succeed, and regardless of your Origin they have no place in their new Multiverse for the likes of you. If they succeed in remaking all existence now, it will be the end of your Chain without exception.

Scenarios:

Looking to really make your mark in this war-scarred Multiverse? Try your hand at one or all of these Scenarios. Failure at one, all else equal, will not end your Chain.

Countdown To Destruction:

Someone has to win.

This is a simple fact in any war, but the facts of this one makes that especially true. If Lord Drakkon wins, all reality is rewritten as he sees fit. If he falls, reality across the Multiverse is saved. And if the war rages on too long? There's no way of telling how much strain the Morphin Grid can sustain before it collapses entirely, and might well take every world with it due to how weak the barriers have become. Someone has to win. And it is now up to you to see that through.

Choose a side and see them through to the end. Either help lead Lord Drakkon's forces to Multiversal conquest, or crush this evil Ranger's mad dreams once and for all. This Scenario concludes only when the war does.

Reward: For seeing your side to victory, you obtain the Perk '**Journey's End**'. You have become a natural tipping point in conflicts, even those that have raged for generations or even longer. Once you enter a conflict, events conspire to force them to a head, allowing you a hand in resolving them once and for all.

If you helped Lord Drakkon's ascension to effective god of this Multiverse, he will grant you a legion of your own; you may take **five instances of Across Time And Space** and **ten of Mook Squad** for free. Pick anyone you want for these new Companions; Lord Drakkon's powers will warp them into having always been a team together under your orders, and they will follow you to death and beyond with absolute loyalty bordering on worship.

If you helped stop Lord Drakkon's mad schemes, you'll receive a very different gift; a copy of **the Morphin Grid**. 'Attached' to your Warehouse or other extradimensional space, or simply using you as a living fulcrum, you can effectively link up your entire Chain with connections to this Morphing Grid. This enables new Rangers to arise across it to defend good and challenge evil. This will make the creation of Morphers, Zords, and other assorted technologies possible even just using native methods, but you will inherently know the best way to produce them for each reality you visit.

Dimensions in Danger:

War does not magically end other unrelated conflicts, and for one Ranger team, it has only made them worse. The lead villains of one of the many Power Rangers teams has taken this moment to lead a grand all-out assault, hoping to obtain victory in their home reality while its greatest defenders are distracted. Selfish and short-sighted as this is- what use is such a victory in the face of all reality being potentially conquered/rewritten? -the threat to their home is very real and they need help. Join this team and use your powers to turn the tide, defeating their grand antagonists and helping bring some peace to at least one corner of the Multiverse.

Reward: For your help, you receive the Perk '**Legendary Battle**'. Once per Chain, you can call upon the Morphin Grid for aid against some foe or threat. In return, countless Rangers and Zords will cross

time and space to your side, fighting with you until the threat is no more and victory is yours.

In addition, the team you aided- now that their central conflict is resolved -would be happy to help you on your journeys long-term. This will grant you **the Rangers and their Zords** as if you had taken the appropriate number of Across Time And Space for free, along with an appropriate purchase under Zords.

The End of the Power Rangers:

Save the day? Save reality? Bah! What use do you have for that when there's so much free real estate to conquer? And with all the Rangers busy fighting for survival, there's no better time to stake your claim. Pick the Rangers reality of your choice; you win when you've conquered the planet most central to it. In most instances, this will be Earth. Don't be surprised if the do-gooders break off from their petty war to try and stop you, or that they might bring along some of their colorful friends. If you can crush them and hold the world as your own until the Jump concludes, you've won.

Reward: Congratulations, oh glorious conqueror. For this feat, you shall receive the Perk **'Doomsday'**. When seeking to conquer territory, such as a city, country, world, or more, your Followers gain a massive boost to their competence, skill, and morale.

In addition, you get **the world you claimed** as a permanent property to take with you along the Chain. Should you end up in a reality where that world already exists (see again, Earth) you can simply have it accessible through an extra-dimensional portal, as if it were an alternate version of that world within the local Multiverse. All those on the world at time of conquest, not counting your existing Followers and Companions, instantly become Followers for the rest of your Chain and beyond.

End:

Regardless of your deeds, victories, or defeats, your time in this strange Multiverse has finally come to a conclusion. What you do now, however, is up to you.

Go Home: A conflict of this scale can leave anyone feeling homesick and burnt out. You return to the world you originated from, with all your many gifts and powers in tow. Your Chain is over.

Stay Here: A Multiverse of excitement and danger where there's always new evil over the horizon, and new champions to defeat it? Sounds like a fine place to call it a day. You remain in this Multiverse. Your Chain is over.

Continue: As diverse and wild as this Multiverse can be, there's more to be seen on distant shores. Go forth, taking with you the lessons and memories of these years. May the power protect you.



Notes:

Power Rangers: Battle for the Grid was developed by nWay and published by nWay and Lionsgate Games. Power Rangers was created by Haim Saban and Shuki Levi, and (at time of writing) is owned by Hasbro. All rights reserved to their respective holders. Please support the official releases.

Your Origin doesn't lock you in to a given side long-term; both in the game and in the franchise as a whole, people change sides all the time.

The Visitor Origin is based on the DLC adding Ryu and Chun-Li as Rangers to the game. Given the story surrounding them, it felt fitting as an option for Jumpers.

For any powers or transformations that would rely on the Morphin Grid (such as It's Morphin Time or the Morphs of any Power Ranger Companions), assume it is fiat-backed to continue to function after leaving this world all-else-equal. The Reward given if you stop Lord Drakkon in Countdown to Destruction will allow new Morphers and Zords to be produced, but is not required to maintain these pre-existing Morphs.

If you have a Zord, but no Morpher, it can be assumed it doesn't need one to activate and pilot. Which could be a problem if someone else manages to get into the cockpit, admittedly.

The Green Candle can, in truth, be any color you'd like per spawn. Admittedly, it would be appropriate if the color had something to do with your target, but whatever color fits your motif you can go for.

Purchasing Mega Goldar counts as having taken a member of Rita Repulsa/Lord Zedd's set of villains for the purposes of discounts on Across Space And Time token purchases.

Zord discounts do not stack. Even if you bought five Zords, you'd still only get 50% off for New Challenger.

Every Scenario and their Perks are named after famous episodes from the franchise. If you knew all six without needing to look at a wiki or similar resource, take an extra **+200 CP**. You're good people.

Feel free to repost this Jump anywhere you wish, but please do not edit without permission.

Version 1.0: Created Jump

Created by Astrangeplaytomake