

IDW

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GIARAMELLA
SANTOS

GODZILLA

KINGDOM OF MONSTERS

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By Goji-Anon

Godzilla. A legend with over 50 years of cinematic history under his belt. His popularity is undeniable around the world - Hell some places ran news stories about Godzilla's death in Godzilla vs Destroyah. So, it only makes sense that he would break into the world of American comics. The company that produces the greatest number of these comics is IDW comics. They've created an expansive universe for Godzilla and other assorted characters. The majority of these comics are just small mini-series telling interesting stories with Godzilla as the principal character; however, there is one series they have that's connected. Godzilla: Kingdom of Monsters, Godzilla: Ongoing, and Godzilla: Rulers of Earth. This will be the continuity that you start in Jumper. You start just before Godzilla awakens and all Hell breaks loose.

You'll need some help to survive in this world jumper. Have **1000 CP** to help you out.

Locations

(Roll 1D8)

Tokyo, Japan

The classic start. Japan's bustling metropolis and the world largest monster magnet. This city isn't as prone to monster attack as it is in the movies but it is still by far the most active when it comes to kaiju activity.

Washington D.C, USA

America's capital city. Strangely enough this place doesn't get hit to often by Kaiju attacks. At least, it's not the first target hit.

Paris, France

The City of Lights. It's best to be careful around here jumper; the city is soon to come under attack by the kaiju Battra under the order of two psychic, psychopathic twins: Minnette and Mallorie.

USA-Mexican Border

You start right on the border. A surprising -or not so surprising- amount of kaiju battles happens here, specifically centering around Anguirus.

Moscow, Russia

Welcome to the Russian capital. The city will soon come under attack by the kaiju Rodan. So, you should probably watch out for that.

Grand Canyon, Arizona

Largest canyon in America. Also, Kuomonga's turf when he awakens. More importantly the place where Gigan first awakens.

Detroit, Michigan

A seemingly unimportant city in the grand scheme of things. However, this will be the city where the mighty Mechagodzilla is to be built.

Free Choice

You can choose any area on the planet.

Races

Earthborn

You are just as it sounds. A being born from earth. The baseline form of this is an average human. However, if you take the Kaiju origin, you are a Kaiju born from Earth your origins do not exactly matter.

Shobijin(200 CP) (Exclusive to Earthborn)

You're a guardian of the cosmos. Or an assistant to one at least. You're incredibly small, easily able to fit in a small jewelry box. You can't fight very well on your own being down right dwarfed in strength by regular humans. However, that is not to say you are useless. Quite the contrary you're one of the most important players in the setting. You're connected to the Guardian of Earth and the balancer of the Cosmos: Mothra. You are a powerful telepath able to read people's thoughts and have powerful enough psychic powers that you could crush the minds of entire platoons of soldiers. Your telepathy doesn't seem to work on other monsters though. You also have a mental link to Mothra or, if you are so inclined, Battra, able to call upon them to fight for you from seemingly anywhere on the globe. You are acutely aware of the cosmic balance between chaos and order.

+200 CP

For an extra 200 CP you can choose Mothra or Battra to come with you on your chain. Or if you don't want to specifically take a Mothra or Battra from here then there will be a Mothra or Battra egg ready to hatch for you in further jumps.

God/Mythical Creature(300 CP)(Free for the Kaiju Origin)

You're divine in some way or form. A being of great power comparable to lesser kaiju. Your power is such that you could easily destroy an entire mountain. Choose one domain restricted to that which occurs on Earth(I.E: Lightning, Fire, Love, War.) For Kaiju, this sets your powers to be divine in origin.

Alien

You are a being from the stars come down to Earth for some reason or another. You do not have to be a strictly human looking alien, but, you must remain loosely humanoid and will have roughly normal human ability. The humanoid design restriction is lifted if you've chose the kaiju origin.

Origins

You can drop-in as any origin.

Soldier

Welcome to the service, rookie. You're a soldier on the ground and ready to respond to any threat. From kaiju attacks to terrorist organizations you'll be the first response the government uses.

(Age: $1D8 + 20$)

Scientist

You're a man of science, mad or otherwise. You excel in the creation of new technologies whether they be related to kaiju or not.

(Age: $2D8 + 20$)

Rogue Element

You're part of some hidden government program, a loose cannon detective, a gangster, or maybe you're just a strange psychic person. No matter what you are you're an odd one to be sure.

$2D8 + 30$ or $1D8 + 10$

Kaiju(300 CP)

You're a monster, Jumper. A giant one too. You are a being of immense power even if it is only due to your size and weight alone.

(Choose your age)

Perks

(100cp perks are free for their origin. The rest are discounted by 50%.)

General

Waiju/Husbondster - 300

W-what? What's this? All of the Kaiju have turned into cute/sexy/attractive adjective here versions of themselves?! Female or male notwithstanding, kaiju can now shift their size and weight down to the level where they can safely interact with regular humans. Though they will have to watch their strength. Only applies to this jump.

Soldier

Young Man, Barely Out of Your Teens - 100

You're new to all of this. War. Battle. Death. Destruction. Luckily, you have time to learn and you'll be damn good at it... if you survive. This increases your ability to learn dramatically. You could go from a soldier who didn't know which way to point his gun to a veteran commander of an anti-kaiju task force within a decade.

Energy Breathing Dinosaur Wasn't in the Brief - 100

You know how to roll with the punches. You're gonna run into some strange stuff in this world and a lot of it is just plain horrifying to boot. Luckily, you're an adaptable sort. In most situations you will be able to temper your fear and clear your mind.

One Banged Up Sherman - 200

There is something you've got to do and by God you'll do it. Your resourcefulness in battle cannot be understated. You could be in a rusty old tank from World War 2 and you would find a way to make it work for you.

We Still Have a Job to Do - 200

Fear can make monsters out of men, but not you. Your moral character cannot be compromised by your own extreme emotions. Fear will not lead you to abandon people you could help and anger would not lead you to kill. People are counting on you to do your duty and you'll do it.

You Want to be Monster Hunters? - 400

You've got special experience jumper. Whatever that means it tends to make organizations and institutions far more open to you. You gain access to restricted materials and promotions incredibly easily.

Anti-Megalosaurus Force - 400

You fight monsters and you're damn good at what you do. You may as well have a radar in your head when it comes to the location of incoming enemies. When you choose to mobilize against threats you can do it quickly and efficiently no matter how run down your unit or task force actually is.

A Different Era - 600

The world is changing and so is the fight against kaiju. In order to fight these monsters, science has created grand new weaponry and you have a preternatural ability for using these new technologies. It could be piloting giant robots, figuring out the controls for a weapon that fires black holes, or something similar to that. Regardless of what the technology is you will always have the ability to be the premier user of that technology.

Half-Century War - 600

There is something that defines you. Defines you down to the very core of your being and you'll never forget that. Some may call you stuck in the past and you may very well agree with them, but... none of that matters. You know who you are and what you want to do and it would take a truly titanic effort to change that.

Scientist

Common Sense - 100

A rather important resource that is in stunningly small supply. Wonderfully enough you've dodged this pitfall. You've received a significant boost to your street smarts and are less prone to making genuinely stupid decisions.

Genius Researcher - 100

Your ability to research strange phenomenon is significantly boosted. Within a few years of their appearance you could figure how something strange like a crystal monster from outer space is able to not only exist but perform feats of great power. Not to say you could replicate it but you could understand it.

Start Bidding at 50 Million - 200

Government not buying your shiny new toys? That's fine. You're incredibly good at finding markets for your inventions or your talents. This doesn't have to black market or rogue groups but this does allow you easy sales there.

Slippery Bastard - 200

People are going to be interested in a person of your caliber, jumper; You're going to need to watch your back. Thankfully you're about as slippery as an eel. Government stooges coming to shut down your lab? Slip away right under their nose. This more applies to enemy plans than it does escaping from people physically although you do get a slight boost to that as well.

A Degree in Everything - 400

Your intelligence is just obscene at this point. You are truly a jack of all trades, master of all of those trades. A prodigy engineer, quantum physicist or biology. You name a STEM field you're probably the face of it.

Weird Science - 400

Who needs mundane fields of science? That's not where all the real fun and advancement is! You know how to incorporate supernatural elements into technology extraordinarily well. You have knowledge of how to utilize psionics or other things along a similar vein within regular fields of science.

Bigger Guns - 600

With the things that you can build it is honestly strange that humanity doesn't have a galaxy spanning empire by now. You have knowledge on how to build black hole cannons, interdimensional portal devices, incredibly powerful laser weaponry, freeze rays, psionic transmitters able to call monsters from light years away. With the threats you'll face in this world you'll need the best weapons you can build and now you can build them.

Workers from Detroit - 600

The enemy of scientific advancement truly is just how fast things that you think up can be made and tested. Such an enemy has finally been defeated. Things that you create theoretically can be built with ludicrous speed. With roughly 21st century technology, you could build a giant mechanical robot that can shoot lasers within a few weeks.

Rogue Element

Avoidance - 100

You are truly a lucky person. You have the uncanny ability to get away from the most ridiculous situations. Yakuza taking you out to an island to kill you? It's monster island and you get away by virtue of monster attack. Godzilla attacking a building you're in? You can find a quick escape route.

PTSD Protection - 100

You're on your own in a lot of ways and in a world of constant death and destruction that can be unsettling. You're much better at dealing with this than most. You Even if an event has destabilized your psyche with a bit of therapy and R&R you'll be able to put yourself back together.

Opportunistic Rogue - 200

Opportunities just seem to present themselves to you and you're not meek about taking them. This is less new opportunities forming for you and more you being shrewd enough to see opportunities where others see none.

Maverick Detective - 200

You're a detective and a damn good one at that. You embody the meaning of the phrase loose cannon cop. With this you never have to worry about losing your job as long as you do your job and do it well. This does not apply if you were framed for killing your partner or something like that.

Post-Apocalyptic Prowess - 400

Society has crumbled and all the grocery stores are out of food. How is a person to survive in this new world? No luxuries of modern life and monsters roaming the world. Seems like an impossible situation. However, you are an expert in surviving in such an environment. You know how to scavenge and live off of the land, even if that land is scorched.

Kaiju Attachment - 400

Have I ever said you're lucky, Jumper? Because if I did that is an understatement. You have the uncanny distinction of being able to stare down a kaiju and more often than not the kaiju will just leave you alone. If you have not drawn attention to yourself you will be looked over.

Hardest of the Hard Boiled - 600

You're a damn action movie hero. Your physical ability is above even the best athletes. You can fall from a few stories and somehow come out completely ok. You could be trapped under the rubble from a building, dig yourself out, and be fine enough to wisecrack about your luck.

We Are Queens - 600

Psychic powers. That's what you've got jumper. Your mind is your weapon able to crush the minds of a platoon of soldiers with ease. You are not telekinetic but telepathic. So, you can read minds in some limited capacity as well as influence people. Your power is such that you could even influence kaiju to a certain extent. As long as your command does not go in direct opposition to the nature of the kaiju you are influencing it will go along with you. This is not mind control, they can still act against you. However, these powers do seem to grow in strength the more you exercise them.

Kaiju

Monstrous Comprehension - 100

How can humans truly comprehend your motives or your feelings? They couldn't, it wouldn't be possible for them, unless you allow them to. You have the ability to obfuscate your intentions or to make them blindingly obvious to any that see you.

IT DODGED?! - 100

You are oddly mobile for such a large beast. Your bulk never seems to get in the way of your movement. You don't seem to trip over your tail or get your tentacles tangled. This is not to say your size and weight can't be used against you but they won't work against you themselves.

Kaiju Catfish - 200

For a monster over 10,000 tons in weight you sure know how to ambush people. You are excellent at setting traps for people and kaiju alike. Drawing them close and waiting for the perfect moment to strike.

Destruction? Variable. - 200

Truly you are a study in opposites, Jumper. You have the ability to cause great destruction capable of destroying an entire city within the span of a day. Or. You could cause very little destruction to your surroundings at all. There is almost no way to avoid

at least a small amount of destruction but it is far less than what should be cause just by you walking around.

Unique Brand of Tenacity - 400

You get knocked down, you get back up. That is the cycle you follow. You are tenacious to the point of absurdity. If you aren't dead you're standing and ready (if not entirely able) to fight.

Hero or Monster - 400

I don't know how you do it but you have the ability to reinvent your image... and have it actually stick. You could be a city destroying monster of undying rage one day and the savior of all life on Earth the next. People will still be suspicious of you but they will be far more willing to accept your change of heart.

God's or Devils? - 600

To a human a kaiju may as well be divine or demonic. Either way you are leagues above them and they know it. They worship you and all your power. They could choose to see you as a god and pray for good fortune or blessings. Or they could pray to you begging for you to never return. Again, either way, you are above them and they know it.

Dimensional Shenanigans - 600

The humans or maybe even God himself has tried to lock you away. They hope it's somewhere you could never possibly escape from. Unfortunately for them, such a place doesn't exist. If you find yourself trapped or imprisoned you will always have an opportunity to escape. Whether one somehow mysteriously becomes available to you or it was always there doesn't exactly matter. This provides the opportunity but not the guarantee of escape; you will still have to have the power to escape yourself.

Items

Soldier

M16 - 100

A fully functioning Vietnam Era American assault rifle. It does avoid some of the major drawbacks of the weapon. It doesn't jam and it doesn't need constant cleaning.

Old Rust Bucket - 200

A wonderful relic of American manufacturing genius. You've got yourself an extremely reliable M4 Sherman tank. For a tank, this thing is surprisingly agile and far more durable than it should be. You can even outright dodge atomic breath if you're good enough at driving the thing.

Kaiju Tracking Hardware - 400

You're a bonafide kaiju hunter with all the equipment that entails. Equipment to track the strange energies that kaiju produce whether that be radiation or radiant magical energy from Mothra.

Mecha-Godzilla - 600

Yup, you've got one of these babies now. A mechanical Godzilla with high powered lasers/masers in your eyes and mouth, a flightpack with even more lasers on the back, explosive darts in the fingers, lasers on your hips, and missiles all around. You're durable enough to take some direct hits from Godzilla himself but not durable enough to deal with sustained combat with him. The major new feature in this Mecha-Godzilla is the autopilot feature. You can turn it on and it will act as you order it to until you turn it off. You do not have to worry about this thing going berserk unless it gets hacked.

Scientist

Disguise - 100

You've got an incredibly effective disguise able to fool people for decades on end.

Into the Black Book - 200

You're not going to have to worry much about getting funding. Every 6 months you collect a stipend of 50 million dollars. This money is completely untraceable until the moment that you spend it.

Psionic Transmitter - 400

It's a transmitter that sends out psychic waves. These waves are made to attract kaiju, the greater the strength of the wave the further out the transmitter can call. This is the perfected version, so, watch out you don't call down some weird alien kaiju.

BS Blueprints - 600

You've got blueprint for some real crazy stuff. Blueprints for a black hole cannon/dimensional rift cannon, a blueprint for an interdimensional portal, a blueprint for a giant mechanical kaiju etc... You've got a blueprint for every major technological advancement in this world.

Rogue Element

Trench Coat - 100

You've got a trench coat. That's it. I mean it doesn't ever seem to get damaged more than a tear or hole and it never actually seems to fall off of your body but yeah. Just a trench coat.

Yakuza - 200

You've got your own branch of the Yakuza. You're the leader of an entire city wide branch of the Japanese mafia. They are all loyal to you.

Psionic Enhancer - 400

This thing is just a tad strange. You've gotten a hold of a machine that, once you've plugged yourself into it, significantly increases your psychic power. Where before you could only generally influence a kaiju, you can now, for the most part, control one.

Last Rose on Earth - 600

Also known as baby Biollante. You've got what can only be described as an infant form of Biollante. This Rose does not need to be planted to grow in to Biollante's full form. It seems to grow without the need of nutrients or sustenance at all.

Kaiju

Underground Cave - 100

Kaiju in the version of Godzilla for some reason love to hideout underground, bursting out at the worst of times. Now you have your very own underground hidey hole. This cave will appear close to your starting location.

Place of Worship - 200

There is a village somewhere out in the Pacific Ocean that worships you as if you were a god. The people of the village will follow your directives and try to insure your happiness and comfort.

Kaiju History - 400

You've been around for a long time. Or at least that is what people think. With the purchase of this item, you have the option to insert yourself within the history of the worlds you go to.

Hellbat Breeding Pair - 600

A fully functioning breeding pair of Hellbats. They are filled with demonic energy empowering them to be able to even tear through Godzilla's scales. On their own they can't do much but given time to build up their population they could devour something like Godzilla.

Powers(Kaiju Origin Required)

Toho Kaiju - Free

The Kaiju made by Toho are distinctive to say the least. You may create a design of your own if you wish too. Otherwise you can just shamelessly rip an existing design or modify it as you please or as it makes sense. The only guidelines you must follow for making a Kaiju are these: Your Kaiju must be between 10 meters and 300 meters in height, 10,000 tons and 100,000 tons in weight, and 25 meters and 400 meters in length. Other than that you can go wild. Kaiju also seem to have limited ability to control the amount of damage that their abilities cause to the environment. Have breath that should probably punch through a tectonic plate? Not if you don't want it too.

Monstrous Durability - Free

Every Kaiju has a baseline durability, some are more durable than others but everyone has at least this level. You can shrug off a modern arsenal of weaponry. Battleships, aircraft, tanks none of it will do any good. A nuke may do something if they pile a few up on you but otherwise it may burn it a bit. Kaiju also do not seem to age or have to worry about environmental factors such as lava, vacuums, or pressure from the ocean.

Mutant Ankylosaur - 400

Funnily enough doesn't actually turn you into an Ankylosaur. What it does give you is much denser hide than a lot of other kaiju, spikes are optional. Perfect for performing ramming actions, which is lucky considering that you now have a surprising amount of agility and dexterity. You could easily curl yourself into a ball and launch yourself at great speeds towards your enemies.

Smog Monster - 400

A creature of pollution and corruption. Your biology is made up of polluted fluids and other materials. You secrete fluids able to rot and decompose near anything that it touches. You are able to fly but only slightly faster than a typical passenger jet. You can still feel pain but damage to your body is mostly superficial. You can be killed if enough of your mass is destroyed or taken away from your body. You have the ability to absorb pollutants to replenish your mass but this process takes time and focus so it cannot be done in the middle of a fight.

Bug Before Time - 400

You're from the Paleozoic Era. A creature that feeds off of power from bioelectricity to nuclear radiation. You evolve in some small ways whenever you take in large amounts of energy. You gain the ability to produce and use that energy. You also have the ability to redirect energy. If you try to take in too much or redirect too much the effects could be fatal. You are able to lay eggs to create incredibly small versions of yourself(around man sized), these small versions will turn molt into a larger version which will then be able to fly around and gather energy so they can bring it back to you. You have the ability to fly at around Mach 8.

Alien Weapon - 500

You're a creature created to subjugate other planets and your weaponry shows it. You're a giant robot with blades all over your body, but the most prominent are your bladed arms. These could be scythes, drills, hell they could be dual pronged chainsaws. Regardless these weapons are able to cause massive damage on less powerful kaiju but tend to fall short when facing up real heavy hitters. You also have a means of energy projection. This could be firing a beam or shotgun blast of energy from some part of your body.

Spirit of Gaia - 600

You are a giant plant. Or are some amalgamation of all different types of plant life. To be extremely precise you are a glowing core that continuously grows plant life. Your growth rate is absurd able to go from a smaller than human sized core to spanning a city within a week. The growth needs no nutrients, sunlight, or even soil to facilitate it seemingly capable of growing entirely independently. Eventually you will be able to create yourself a kaiju like body. You have immense durability able to survive in a sustained fight with most every kaiju excluding Godzilla and his peers. Damage to yourself is superficial as you need not worry about dying unless they destroy your core. You can control more than just your massive kaiju body, however. You can control all of the plant life connected to you often making even the most open of battlefields your domain. You can fire spores that seemingly increase your growth and also double as a weapon comparable to other kaijus' energy beams.

Rogue Mecha - 700

You're a robot jumper. You've you are a rogue A.I. that has taken over some weapon that humanity has built to fight the kaiju threat. It has technological analogues to your pre-existing abilities. Not to mention it comes with a few abilities of its own. It has electric wrist tasers able to pierce Godzilla's hide and keep him stunned for a good

portion of time, a massive energy cannon that fires from the mouth and eyes, the ability to fly from a massive flight pack- that also has 2 massive laser cannons, you can turn your hands into a revolving drill, multiple missile launchers, laser cannons, and effective use of its tail. It is made out of an unspecified alloy that is able to tank even the strongest of the Godzilla's attacks. While it can tank Godzilla's initial onslaught it will find itself getting quickly overwhelmed if the fight drags on.

Guardian of Earth - 700

You are akin to Mothra and Battra in ability. You can fire Rainbow colored beams of pure magic from your body able to easily equal Godzilla's atomic breath most of the time. Can take an amazing amount of punishment at times able to tank full powered atomic breath from Godzilla but not for long. You have the ability to charge your body with energy to perform devastating melee attacks and if the situation calls for it you can overcharge yourself and perform a suicide attack that is many times greater the power of the regular charge. You are able to release a paralytic pollen from your body more than strong enough to effect Kaiju let alone humans. You have the ability to fly incredibly fast, able to travel the world in day. You are acutely aware of any threat to the balance of the Cosmos. Perhaps the most interesting part of the power is the ability for you to lay an egg once per jump. It is in your best interest to keep this egg well protected as within it incubates another version of you that will not hatch until you die. If you die you will be transferred into the egg and must incubate for a few weeks at which point you will burst from the egg in a larval form of yourself. Locked from the rest of the abilities of this perk until you grow to your full form again. In order to return to your full form will have to go into a cocoon for about a week when you will hatch to your full form. You will be stripped down to just **Monstrous Durability** and the ability to shoot incredibly strong webs from your mouth.

The Three Headed Dragon - 800

If ever there was a challenger to Godzilla's throne it would be you. You have the ability to shoot Gravity Beams from your body easily an equal to Godzilla's breath. You're durability is such that you could fight with the King himself and more often than not come out ahead in a dragout fight. You also have the ability to fly. You can fly incredibly fast within the atmosphere able to create hurricane level winds just by your passing. Crossing around the world in just a few hours. Outside of the atmosphere you can fly massively faster than light crossing solar systems in mere weeks.

Trilopod Royalty - 800

You are a being known as a Trilopod. More than that you are a Giant Trilopod. A horrid abomination able to feed off of the blood of another organism and become a sort

of copy of that organism, copying the biological abilities that the creature may have. As you consume their flesh you will grow in size and in power, eventually becoming a massive amalgamation of all that you have consumed.

Crystalline Monster from Beyond the Stars - 800

Born from a black hole, your power is near unmatched. You're telekinetic able to pick up and throw kaiju with ease. You have the ability to fly far faster than even the fastest of experimental jets while in atmosphere and massively faster than light when outside of an atmosphere. You can fire beams of energy able to match and at times overpower even the King of the Monsters. Your durability is such that you could fight Godzilla for hours on end and come with just as much damage as you've given. Your most frightening ability however, is your crystals. You are able to cultivate and spontaneously grow massive crystals from out of the ground. You could cover an entire city with these crystals in hours. These crystals siphon energy from what they are connected to and can either feed it back to you or you can fire that collected energy out from the crystals themselves. These crystals also allow you the strange ability to create nigh impenetrable shields of crystal in front of you which reflect energy that hits them.

Demon Made From Man - 800

Humanity's greatest weapon against the kaiju, the Oxygen Destroyer, has turned against them. It's created the perfect conditions for you to grow and propagate. You're an ancient crustacean from before there was even oxygen on the planet Earth. The humans' weapon has not only allowed your kind to return but it has changed you, empowered you. You are a sort of colony based hive-mind organism. You have the ability to breathe the Oxygen destroyer. Destroying oxygen at the atomic level. You can fly at incredibly fast speeds able to travel between even the longest distance between the continents in just under an hour. You're durability is on par if not above even Godzilla's. You're most dangerous ability though is your ability to evolve. As the micro-oxygen of the Oxygen Destroyer spreads and you begin to propagate your species more and more you have the ability to combine together. This combination will create a new and terrible form drastically increasing your power and sometimes allowing you to use new abilities such as going from a land based creature to a flight based creature. However, you require ever increasing amounts of your species to create these new forms.

The King of the Monsters - 800

You're the King of the Monsters. A being born of radiation and the arrogance of man. Your power is immense and station undeniable. You are able to release nuclear radiation from your body, whether that be from your mouth as a concentrated beam, a pulse of energy coming from your entire body, or something in between. Your breath has such destructive power that if it were to clash with another beam of relatively equal power; it would create an explosion so violent that it would clear all of the clouds above the North American continent. A release of energy greater than the 2004 Earthquake in the Indian Ocean. Your durability is such that you are able to simply ignore the firing of a miniature black/dimensional rift when it scores a direct hit upon you. Not to mention you can survive the power of your own breath. Your most dangerous ability by far is your ability to absorb energy nuclear or otherwise. However, nuclear by far gives the greatest return. You could be a regular dinosaur, be hit by a nuclear bomb and take a bit of a dip in a nuclear reactor, and then be able to perform the feat of your breath above. You also have resistance to telepathy or mind control. Even extremely powerful telepaths find no purchase on your mind.

IN HELL - 1200(Requires the In Hell drawback)

Good Lord what happened to you? You're power has grown exponentially! Your abilities have grown to where you could easily affect things on a global scale. If your breath was held the energy to destroy a country? It can now easily destroy both the planet and the moon in an explosion it causes. Your durability has increased dramatically as well. While you may not be able to survive your now planet destroying power you can get pretty damn close to it. You are now also able to absorb divine and demonic energies to increase your own power. Your mental resistance has also just become obscene. Even the mental influence of a powerful god would simply wash over you. The most interesting ability you've gained is your ability to claw yourself away from the clutches of death. If you die during one of your jumps you are now sent Hell. This Hell is much like Dante's with 9 circles each representing some major sin. If you can climb your way through these 9 circles starting at the lowest level you can return to life once per jump. This will be no cakewalk jumper. You will face all of your vices and your greatest enemies. But, if you succeed you will live again to walk the Earth.

Companions

Import - 50 per

The world is a dangerous place for man and kaiju alike. Especially, if one is all alone. So, why don't you take some friends along for the ride? Each import gains 800 CP and a free origin.

Canon - 100

Find a human you like? Fall in love? Or maybe you just wanna tear shit up with Godzilla. Whatever the case you can take a canon character with you.

Kaiju are 300 cp to take along.

Shobijin - 100 - Free for Guardian of Earth

Your very own twin Mothra fairies. Exactly like the ones that are described in the racial option above.

CP can be transferred to companions at a 1:1 ratio.

OC Companion - 100

It's the build a companion option. Does exactly what it says on the tin. Each companion gains 800 CP and a free origin.

Drawbacks

(Drawback Limit: 1500 CP. Goes up by 1000 if Right to Divinity is taken)

Continuity is a Mess - 0

You are now no longer locked into the Godzilla: Kingdom of Monsters continuity. You may choose any of the IDW Godzilla comic continuities to go to but be warned all the threats will be scaled the level of Kingdom of Monsters. If you were so inclined you could even create a sort of amalgam continuity if you wanted too.

Did Anyone Bring A Gun? - 100

Common sense has left the building. You could be part of an anti-terrorist/kaiju group and every single person except one could forget to bring a gun.

Forming a Legion of Brainwashed Muslim Babies - 100

Human governments are stupid. Or at least governments of the world superpowers are. Politicians could see a monster roll right by them and instead of

warning people they would spend the moment to yell about needing a wall. If you are a kaiju then governments respond marginally more intelligently.

Not Immune to Corruption - 100

No matter what organization you join or what group you run with there will always be at least one traitor. Their actions won't be catastrophically damaging but there will always be one.

+200 - This traitor now has the potential to cause great damage to not only your cause but to the world at large if you are unable to root them out or persuade them otherwise.

Oh, No! It's Ebirah? - 200

You've drawn the attention of a kaiju a lesser one to be sure but a kaiju nonetheless. This kaiju could be Ebirah, Manda, Frankenstein, Kuomanga, Gorosaurus, Varan, Baragon, and Titanosaurus. You may take this multiple times but it stops giving CP after the 2nd time.

Clumsy - 200

You can barely walk straight. There always seems to be something that you can stumble over and by God you are going to stumble.

Response Time is High - 200

Mobilization of an army or task force is hard work and this just made it that much harder. Military response times to kaiju attacks are shockingly slow, leaving everyone in much greater danger. If you're a kaiju response times get faster than normal.

Oh Shit! It's Anguirus?! - 300

The kaiju are starting to ramp up now. You've drawn the attention of something a bit higher than featherweights. It could be: Anguirus, Rodan, Megalon, Hedorah, Zilla, Megaguirus, or Gigan.

No Time to Rest - 300

Nonstop action jumper. Isn't that what you want? Well now you've got it. You'll never have more than a days worth of rest before the next time you'll have to fight or run.

All Consuming Rage - 300

You're all but incapable of thought beyond your unending rage. You can only think of your next target and how you're going to kill that target.

Cataclysm - 400

The world as humanity knows it has ended. Nothing but a pile of rubble and ash with small settlements of people scattered around. Monsters roam the land uncontested. It's a long road here jumper. If you are a kaiju then humanity has advanced bringing even harder hitting weaponry to bear against you.

Science is Stupid - 400

Scientists have a real bad habit of doing incredibly stupid things, despite being absurdly intelligent. Some genius scientist had the genius idea to open up an interdimensional portal. It worked but the problem is, is that it won't close. This portal will now constantly let threats equal to the **Oh Shit! It's Angirus?!** drawback into your own realm.

You've Disturbed the Balance - 400

You've really done it now jumper. You have Biollante, Mothra, Battra, or MechaGodzilla after your head.

More than Queens, We are Gods - 500

Well that's not good jumper. You've got two little twin psychopaths after you. Mallorie and Minnette. These are two twins of immense psychic power able to pop a Trilopods head with a bit of effort. They also have control over Battra and have the ability to control kaiju under his level as well.

Pack it Up, You're Going Home - 500

Hope you've had a fun chain, Jumper. You've pissed off somethings that could very well just be called gods. Destroyah, Godzilla, Space Godzilla, King Ghidorah, Or Magita. Pick your poison.

In Hell - 600

You're in Hell jumper and if you want to get out you better get to climbing. By the end of the jump you must escape from the 9 circles of Hell or you will fail your chain. If you die you will be set down one level. Helling monsters from this world roam around the hellish landscape, hunting for you. They have been empowered by the hellish energies easily dwarfing their previous levels of power. Good Luck Jumper, you'll need it.

Right to Divinity (Requires In Hell) - 1000

You're going to need every ounce of power you've ever accrued to survive this Jumper. Every monster described in the previous monster fighting drawbacks is going to come after you. All of them will attack you at once and will attack in perfect unison never once tripping each other up without some actions of your own. Their team attacks will be flawless. The powers of Heaven and Hell have seen fit to empower your foes as well, increasing their might immensely. A fight between gods and demons to determine the true ruler of this world. But you'll have to fight something far worse than gods or demons to finish it out.

Ending

Stay

You sure you wanna do that, Jumper? I suppose I can't stop you...

Go Home

I can't say that I blame you, Jumper. This world can be too much to handle.

Continue

Good to see you haven't lost your spirit, Jumper. I do hope to see you again.

Notes:

IN HELL:

This is a stand alone power booster for a power or powers bought in this jump. The One Up portion of the perk does not invalidate or preclude other One Ups.