



Rampage Series Jump

Version 1.0 By Burkess & Tri-Sevon

Whether it be the contaminated experiments of ScumLabs or the nefarious destructive applications of Energyne, the end results are the same. Giant monsters that will go on a rampage around the Earth in one way or another...

...But as for you, your role in these events are up for you. Perhaps you'll be one of the many trying to stop the monsters. Or maybe the people looking to make bank out of all of this. Or as one of the monsters to end all of this rampaging, if you don't wish to also become part of it.

No matter what, you can take these **1000 Rampage Points** to help decide on what exactly you'll end up doing...

Starting Place (Location)

Here are a selection of various locations you can pick. Depending on details later up ahead, you may or may not be in trouble for picking one place over another. And in case you wish, you can roll some dice to determine where you start instead. Take your time.

Peoria, Illinois

The unfortunate starting point of where the Monsters would begin their rampage and subsequent ones to follow. Of course, you could be here to either try stopping it before it begins, learn about their weaknesses, or...maybe get rid of the competition as a fellow monster.

Big Cities, Various

In case you wish to not go rural, you can instead start in any of the biggest cities around the world. And yes, you will be placed there in a fitting spot no matter your form or size.

Free Choice

In case you want to be more specific, this is the option for you in case any of the above do not suit what you want.

Pre-Chaos Details (Backgrounds)

While you are initially given a goal to achieve if you wish, we can also easily allow you to determine the background of who you are in your final starting choice. This does include age and other personal details, if you wish to influence what exactly they may be.

(You can also use dice to roll up whatever age you end up at as well.)

Power Players (Species)

You can retain what form of life you wish to be, but we do also offer a chance to gain an alternative form for you to start as in your venture.

(The options below can also be picked by rolling dice if you wish to opt for that method of choice.)

Human

The most common species on Earth, but also the one that caused the Monsters to happen thanks to events unfolding.

Monster

These are the big guys and gals going around the world and for good reason. There seems to be a desire to destroy things, but you aren't going to be saddled with that unless you want to partake in it.

Also, you are not limited to just being an 'animalistic' monster, nor does it need to be limited to one living on dry land. As it turns out, there is far more variety than just what you may see with the original trio of George, Lizzie, and Ralph.

Other

In case there is anything else you may wish to be, this is for you.

(In essence, this is the Free Choice option to use whatever you want in case the options above aren't exactly what you want or don't fit any of them somehow.)

Rampage Perks

*You gain 7 **Rampage Tokens** as Freebies for any of your purchases here. And in case you wish to go for an alternative option, forgoing the freebies will allow you to get a stipend of 800 RP to use.*

Monster OST [Free]

A special Perk that will allow you to be able to emit your own music of choice, perfect for you to hear by yourself or with others if you wish to share. And yes, you can control this at will and it will never hamper you.

TRG Dining [100]

As long as you are here in this setting, this allows you to have a one-time safety net to digest anything that can be considered to be tainted with any hazardous materials that are toxic, radioactive, or glowing ominously...

...And also, if they do cause you to make you into a giant monster, stay healthy as your body and physique change into siad monster form.

(In futute settings, you do however gain an stacking defensive resistance to those specific hazards mentioned above, alongside any natural or artificial ones you may have.)

Health Bars [100]

Know your exact physical and mental condition at all times. You can also choose to learn how healthy others are, and how close any object is to being destroyed.

Missed Vital Organs [100]

Well, as long as you are getting possibly hit, shot, or even slashed at...You'll actually be able to survive things that many others should have died to. How so? Your body is generally tougher all around, but also does what it can to make any damage hit non-vital areas as best it can instead.

Of course, do be aware that this will still hurt and there is a limit to how much can be 'missed' before something may get hit that'll actively impede or wound you.

Property Breaker [100]

As befitting being a giant monster, you have a lot of strength and destructive power to match that size. And both of those are now especially effective against all forms of infrastructure and human-based buildings.

Even if you aren't a monster, your ability to inflict property and structure damage is also enhanced, albeit not to the kinds of lengths the monsters get.

Cube-Defiant Climber [100]

Despite how large and heavy being a monster may be, they are very efficient in being able to climb up buildings and other structures. And with you...

...Well, you find that you won't do any structural damage in grabbing onto and climbing any structure (unless you want to), while also being able to climb up, down, and even turn around sides of the structures (and can shift to another if they are close enough) to get around.

(This also works if you aren't a giant monster, but will also translate into settings that have other various non-usual materials making up the structures, if say they are made of magic or energy.)

Anti-Goliath Specialist [100]

With how large the monsters are, it may not be possible to stop them by yourself. But this is a way to help with that. In essence, you find that even the smallest of handguns will be able to inflict some significant amount of damage on these monsters. Yes, even if they do have some form of natural armor thanks to whatever they are.

Of course, if you do have something with a lot more kick or higher fire-rate, then yes, this will help improve their damaging capabilities against the monsters.

(And yes, this will also carry over into other settings, especially against any form of monsters that can tower over you.)

Desperation Stall [100]

In case you happen to be stuck inside a building one of the giant monsters is trying to destroy, especially if you look out the window or what else is there. This allows you to move any and all of the heavy furniture in the room rather easily and get them thrown out the window and let gravity take over.

If the thrown/dropped object is also an especially large chunk of furniture and you are rather high up in a tall building, you could outright damage the climbing monster and send them plummeting right directly into the ground.

Just be aware that it may also completely tick them off if they get back up and you may need more furniture to get some time to escape.

Crumbling Descent [100]

In case you ever happen to be in a building or structure that ends up collapsing, you will find yourself not covered by any of the debris that'll litter the ground. You'll also find yourself able to survive a fall from the top of the tallest skyscrapers with just a brief delay before you can run out of the area if you want to escape the danger...

...This also works if you are a giant monster, but this also allows you to make a more spectacular tumble that'll just bruise your ego before you get back up and resume whatever destructive or combative thing you were doing.

Will My House Get Wrecked? [100]

Grants a strong sense days in advance of if your home or person is in major danger if you stay here. This'll warn you in time for you to leave.

Destructive Instinct [200]

You know the best places to hit something to destroy it. These structural weak spots will become obvious to you. Against living beings, you'll automatically target their vitals or any sort of physical weaknesses you can detect.

Smash And Crush [200]

Enables you to transmit an effect through a target where repeatedly damaging one part of it spreads the damage to the rest of it. Meaning, you could smash up a building from the left side and cause the entire thing to collapse, even the parts you haven't touched.

Size And Finesse [200]

Regardless of how big you are or how different your shape is, you retain the dexterity and fine motor skills to finely manipulate tiny objects without harming them. You could, for example, operate delicate machinery despite being a 40-foot tall creature.

Monster Thrower [200]

Can lift anything that's equal to or lesser than three times your weight above your head and throw it dozens of feet. Also comes with the skills to grapple giant monsters, even ones of unusual shapes.

Trillions Of Dollars In Property Damage [200]

You can justify any behavior if it's related to your well-being. This enables you to throw aside morality and focus on your own survival, regardless of what costs must be paid. Both for you and for others.

Evacuation Specialist [200]

Your poise and confidence keeps people calm in times of crisis, and those who are panicking will be calmed as long as you display leadership. You can guide people to leave areas in a calm and orderly fashion, and do so with such an efficiency that any evacuation takes one third of the time it usually should when you're involved.

Unflinching Determination [200]

You're unaffected by pain and your body does not stagger from attacks unless the ground you're standing on gets destroyed. You're protected from the backlash of your own attacks, as it gets redirected into your target. You could punch bricks into powder all day and not even scratch your knuckles.

Organic Eater [200]

Consuming organic material heals you. If your meal was alive or previously alive, it creates a regenerative effect within you that fixes your wounds. You can choose to metabolize things quirky, letting your meals take effect immediately.

Flame Loogie [200]

Regardless of your form, you have the ability to spit out small fiery spit that can spread around like lit napalm. It can also easily catch onto buildings and other targets to set them ablaze in mere seconds.

This also increases in scale with the size of your form, while also being open to easily develop/evolve to spit other things like other dangerous and volatile elements.

Multi-Spin [200]

Regardless of your form, you can now perform three spin attacks in a row. These spin attacks are useful for striking aerial enemies, dodging slow firing projectiles, and having mobility in moving around. Especially useful if you need to cross horizontal distances between buildings or hazards on the ground around you.

Jump Smash [200]

This is a special attack you can now do, where you can slam your fists (or equivalents) into the ground after jumping to do massive damage to any structures, vehicles, or squishy organic targets you directly hit.

Except this version of it also adds in visible shockwaves and additional quakes on the ground and structures, respectfully. Meaning that you can send any foes you missed flying and make buildings quake and break apart more easily...

I'm A Giant Now [300]

Adjust quickly to new circumstances, such as gaining a transformation or being put in a difficult situation. You'll always be able to roll with the punches and can take it in stride.

Fight On The Moon [300]

You can survive without breathing and gain immunity to the effects of extreme temperature. With this, you could walk around in space without a spacesuit with no issue.

Path Of Destruction [300]

When you give yourself a destructive task, the next step will be revealed to you after completing the previous one. For example, you could completely destroy a company with bases around the world by destroying them 1 by 1, even if you didn't know where their locations were at the start.

World Traveler [300]

You'll always be able to coincidentally find or steal transportation to your location. If a way to get where you want to go exists, you'll find a way to get access to it. It doesn't necessarily make it easy, just possible should you choose to pursue it.

The Last Lucky Survivor [300]

If a group you're a part of is being hunted, you'll be the last survivor. You'll receive precognitive warnings and lucky breaks that'll keep you ahead of things, ensuring that the others all die before you will.

Scumlabs Sign On Bonus [300]

You can always recruit desperate and greedy people who would be willing to throw their lives away for money. The greater the rewards you're offering, the more dangerous the tasks your recruited employees will take on. It requires a lot if you're trying to get them to do something that has a very high chance of death.

Discriminatory Violence [300]

Your attacks will only harm the targets you intend to harm, while preserving your allies. This makes the effects bend around things and people you don't want to affect. As an example, you could crush a gift wrapped box of chocolates and only smash the chocolates. Or break a building but have none of the people inside get crushed.

129 Days of Terror [300]

The enemy forces you face will be staggered out and prevented from ganging up on you all at once. This manifests as both bad luck for your enemies that stops them

from joining forces, and an instinctive knowledge of when and where you should attack before reinforcements can arrive. This allows you to defeat them in smaller groups, and makes taking on armies much easier.

Monstrous Endurance [300]

Grants unlimited stamina and the ability to operate indefinitely without sleep. The fatigue and strain your body builds up from overexertion is healed as it happens.

Screaming Instincts [300]

Your presence triggers the survival instincts of others and sends constant messages of fear and danger into their minds and bodies. Animals and those in touch with their instincts are especially aware of this.

The more intensely dangerous you are, the further this aura of yours is projected and the more exaggerated the effects become. If you were a major threat to the lives of people in a city, they'd be able to feel you coming from miles away.

Forewarning Foreboding [300]

If there's going to be a conflict that you'll be involved in, any bystanders will get a sense of what's going to go down in time for them to leave. Those without the courage or strength to fight will make themselves scarce to avoid becoming collateral damage, unless they have a very strong reason to stay or no other choice.

Charge Punch [300]

A special move that allows you to make a charging swing up punch that can outright destroy multiple floors in any building with the initial impact and subsequent removal in piercing the target.

This also will work especially well on any creatures made of materials like stone, gems, crystals, or metals if you have the means to attack them with your fists (or equivalents that can act like them).

Roar Attack [300]

No matter what form you have, this allows you to produce a powerful roar attack that will destroy buildings, vehicles, aircraft, and send people flying. This version is also boosted by the sheer size of your form when in use...

...Meaning being an especially massive monster means a lot of impact behind it.

(And yes, you can control this so it will not harm allies or only damage what you wish to damage within the roar's range.)

Death Breath [300]

An odd breath-like ability that can spread out and destroy vehicles, buildings, and other forms of organic and metallic life quickly. Those it doesn't destroy will still take a lot of damage or end up knocking on death's door if they aren't resilient enough...

...Of course, you can control it where it won't kill or destroy certain things if you wish to go that route.

Health Security [300]

A special power where you can lock your current health or vitality in place, till someone does enough damage to break this 'protection' you placed on yourself or others. This can also be used to deal with illnesses, viruses, and other forms of biological dangers as well.

Self Transformation Mastery [400]

Grants control over any transformations you undergo, even when they're forced on you. You'll have control over the power you use, and will be able to revert and enter the form at will. Even if you shouldn't be able to do that.

Concentrated Force [400]

The ability to concentrate all the force of an attack at a single point. Similar to how a spear or an arrow works, you can dial down the area of your attacks to greatly enhance the focus of their penetrative and destructive power.

A simple example is the difference between throwing a punch, or poking someone with all the force of a punch in the tip of your finger.

Puzzle Attack [400]

You can spawn colored blocks that float in the air and respond to your thoughts. These blocks are explosive when placed next to other blocks of their color. By building up a combo of blocks, you can set off an enormous, building busting chain reaction.

To aid you in this, you can also create metal blocks. The blocks can be used as a buffer to keep the blocks from exploding and also work as shrapnel when detonated, or shields to protect against explosions, depending on your whims.

Domino Effect [400]

Damage that exceeds a target's durability will spread to nearby targets. If you atomize a building, the "overkill" damage will propagate in the area around it until it completely dissipates. You have enough control over the shockwave to target organics or inorganics, ignoring the other should you choose to.

Rampage Mode [400]

With this, you gain a power where you can gauge a meter (of whatever preference you have for visualization) that builds up with how much damage and destruction you inflict.

When full, you gain a flaring red aura around you that will severely boost your might, jumping, and speed power, while also gaining a moderate boost to your natural defenses as well. You'll also know how long this will last and you will be able to fill the meter up again as soon as it empties out...

...Albeit with a small twist. Each time you fully empty the meter, you will be able to gradually extend how long the next use will last permanently.

(And yes, you can work your way into always having this being active, alongside being able to turn it on and off at will...)

Divine Retribution [500]

A bolt of lightning will strike from the sky and hit those who attempt to harm you. The more grievously they intend to injure you, the more intense the lightning will be.

A giant monster who plans to swallow you whole would receive a blow that makes them think God himself decided to smite them.

You also have a glowing halo floating above your head and always have a feeling that you have a deep and mysterious purpose you're meant to achieve.

Beat The Monster Outta You [500]

Enables you to push others out of transformations and revert them to their base state, if they're willing. If they're unwilling, you can do so by damaging them or exhausting them.

Each blow forces them slightly out of the transformation and makes more of base self show through, until it reaches a tipping point where the transformation fades away. If you cause someone to revert in such a way, you can seal their ability to transform for a time you decide.

Three Chances [500: Cannot Use Rampage Token]

For every jump you visit, you gain three extra lives. These extra lives will be used when you die to fully restore you moments after your death.

Lizard Tail Escape [600]

If you die in a transformation, you simply revert to your base state, completely unharmed. You'll be unable to access that transformation again until you spend a 1-up to "revive" it. This only affects the specific transformation you used when you were killed. Your others aren't affected until you die in them.

HULK Form [600]

Being a giant monster ain't easy sometimes, especially when you find that the armies and foes trying to stop you are actually kicking you around. This is for you in such a moment (or occasion you deem necessary) begins happening.

In essence, you can transform into an even larger monster form that will have massive increases for your raw strength, endurance, health, agility, and any powers you already have as a monster. This also includes any immunities or benefits that said monster form has as well.

And the best thing about this? You can stay in this as long as you want and can control being in and out of this state by sheer will with no drawbacks or side effects. It even works with other Alt-Forms you have, even those that are magical, machine-like, or even esoteric in origin!

(As far as this larger 'form' goes via this Perk, you can imagine this will act in the range of double to triple of the proportions/dimensions, albeit with the required strength and biological adjustments to not hamper your agility.

This will also help account for your 'HULK Form' being made even larger/bigger by your own modifications, development, or use of other similar Perks/Powers.

And yes, if you aren't actually a giant monster, but are human (among other choices), you still get access to this as well.)

Dangerous & Useful Stuff (Gear/Equipment)

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Rampaging OST Collection [Free]

All of the music heard in the games is now able to be yours, in any audio format or medium you wish to use. Yes, even in vinyl, with accompanying equipment to play them among other choices.

Rampage Machines [Free]

This is an entire collection of games across the Rampage Series, with accompanying console ports, consolides, and controllers to ensure everyone has a way to play them. However, there is one more thing that is also included...

...A weird arcade machine that contains the original Rampage. And the weirdest part of all is this one has something on it that marks them as property of "Claire Wyden".

Thankfully, all of these games and machines will automatically repair themselves over time and also be easily modifiable if you wish to go that route.

Scum Soda [Free]

A free restocking collection of the delicious brand of soda known as Scum Soda. It has no downsides or terrible after effects of any kind from drinking too many. And no, you can't change into a giant monster drinking these.

Giant Quality Food [100]

A collection of various food-stuffs that are always fresh or freshly cooked, to be eaten by you and anyone else you share them with. However, what is special about these is that they will also increase in size to provide a fulfilling meal if you (or others) are in a giant form of any kind.

Strong Pepper [100]

A special pepper shaker full of violitate pepper to overwhelm the sense of smell. Of course, beyond being useful in disrupting those who rely on that sense, this one can also make giant monsters sneeze with such intensity, that the sneeze can destroy an entire floor of a building.

You get a free restock of this special shaker whenever it gets used after the time span of one day, in either one of your pockets or in your Warehouse.

Flame Makers [200]

A set of conspicuous items that can be used to start abnormally large fires that will actually burn an entire building down in mere seconds. Of course, you can use it so that only the building will break down, leaving valuables and organic life to escape unharmed if you wish to go that route.

(And you will get a batch of new copies after a single day's worth of time has passed, located safely inside your Warehouse or equivalents.)

Facility Factory [200]

In case you ever need to build up any buildings or, say, like research facilities for your (possibly dangerous) experiments, this is an entire factory that can easily produce all of the various pieces of infrastructure you may need.

Walls, floors, roofs, and glass? It can do that and make them in any size as needed, while also making them easily transportable. And you can give the factory other materials to make into parts for structures and buildings in case you need to adjust for building in inhospitable environments...

Chill Pill Launcher & Formula [300]

A special vial-like container with a marking saying, "WT-R19" on it. This contains a blended curative material that can be simply called a 'Chill Pill', which can actually calm down and remove aggression on the subject it is administered to.

This, however, is especially effective on giant monsters and in stopping their destructive urges in a near instant compared to other methods (though they can still get aggressive/angry if still being shot at after this is administered).

And to work around having to distribute this version that works via oral administration, you also get a modified grenade launcher with special rounds filled with this Chill Pill to fire at range.

(Of course, this also comes with more copies of the Chill Pill, plus data to use in creating and modifying to make it effective against other creatures of various origins. And yes, you can also modify the Grenade Launcher as you see fit as well.)

Health Lock [300]

A specialized lock that allows you to temporary lock your health as it is, meaning you can take no damage to decrease it. However, this equally special lock allows you to heal or restore your health in case you need to do that.

And when the time is up, you will have a semi-long cooldown before you can use this special lock again (and you'll always know how much time that is and when it is ready).

Monster Signal Antenna [300]

This portable antenna can be easily set up and disassembled, while being able to easily fit onto any rooftop or buildings out there. The purpose of this special antenna is to attract giant monsters to its location, though it may also bring their destructive natures as well.

Of course, this can be also turned on and off easily, while also being reinforced to withstand any beatings the monster can give it. Oh, and this version can also be changed to where it can act as a repellent to drive the monsters away...

...Assuming of course, they aren't stubborn enough to turn it off themselves.

(This can also be used to attract other dangerous or similar creatures in other worlds and settings you may have in your future. And yes, if you, your companions, or any allies you have are giant monsters, they won't be affected by this Antenna being active.)

Airborne Toaster Gear [300]

A collection of fully customizable and modifiable gear that includes a set of armored flame-resistant jumpsuit, a flame launcher, and a full-on Jetpack. These allow the

user to fly around in any direction and shoot cones of flames at monsters to try to burn them to a crisp...

...And if you happen to get smacked, punched, or kicked by a monster, you will be able to take the hit with this. Just maybe not a barrage of them one after another...

Laser Hovercraft [300]

This advanced spaceship-like Hovership is the other half of ScumLabs' Aerial Assault Squadron, which is able to hover in the air to fire damaging lasers at the monsters and evade their punches and kicks with their mobility...

...And yours is special, because it is open to customization and modification, on top of the enhanced armor, engine, and firepower on this thing. Oh, and this will repair itself over time as well if it does get damaged.

MOAB Supply [300]

No, these aren't the 'Mother Of All Bombs' that you may be thinking of. These are Monster Only Annihilation Bombs. And yes, they work as they say by being useful in only damaging monsters when being dropped or deployed.

And if you happen to be in a city or heavily populated area, dropping one of these will only do damage to the monster, while also not destroying any form of property, organic life, or already damaged structures.

Of course, you can modify these to target other things, if you want. Oh, and don't worry about getting them around, as these can be easily transported onto any kind of bomber aircraft.

(You also get about 10 of these, with a restocking supply granting a new 'MOAB' after a week's worth of time safely stored (and deactivated) in your Warehouse.)

Inhospitable Base Maker Box [400]

This is a special box that when activated will spawn and produce various bits of machinery and tech to allow you to settle and fully build hospitable buildings in even the most inhospitable places...

...Like say, on the surface of the moon. Or somewhere in the depths of the burning place called Hell (and not Hell, Michigan). If the box somehow ends up lost or broken, you'll get a new one in about a week's worth of time in your Warehouse.

(And you will find that in future settings, this special box will also account for making magical or other fitting versions of the technology and machines to settle other hostile environments that are out there.)

Jumperborg Mech [400]

This is a special modifiable version of the Beelzeborg Dreadnought, made by ScumLabs to 'pacify' the monsters. And given the sheer size of this thing, it can do the job in putting an end to these monsters.

But this one? It is even better, thanks to its increased armor, speed, mechanical strength, and firepower compared to its normal counterparts. And this can be remote controlled, controlled by an AI, or just automatically handle things itself if you wish to go any of those routes.

If it does happen to get destroyed somehow, it'll split into two Mini-Borgs that carry powerful machine guns and flamethrowers and can take a few hits of their own before going down.

(You'll get a new copy that retains any customizations or modifications made in about a week's worth of time in your nearest property or your Warehouse.)

Rampage Energy [400]

A small container (or large container for monsters) that carries glowing red energy that can be used to power up monsters, machines, or other forms of life. In essence, this energy can instill raw destructive might into yourself (or others) while offering temporary usage of '**Charge Punch, Multi-Spin, Jump Smash, and Roar Attack**'.

And yes, you can find alternative uses for this...Like perhaps in use of making even stronger monsters or other living beings out in future settings.

Containment Cryo-Tubes [400]

These large Cryo-Tubes can contain anyone or anything, easily adapting to fit whoever is placed inside and keeping them in a set of stasis for however long you deem necessary.

They can also be easily hidden inside any building, with no one except those involved with their placement aware of their presence. Of course, these can also be used to unleash their contents if an outside force manages to break the tubes or if they get remotely unlocked...

V.E.R.N Barrels [500]

A trio of barrels filled with glowing purple material that can be used to study mutagenic effects on living creatures, but also ones that aren't organic and are instead made of metals, magic, and other inorganic and exotic materials.

It can also...if you wish to be dangerous, be used to temporarily turn them into abomination versions of their current forms, with a very strong increase to all of their physical capabilities, plus the ability of flight and launching scorching hot fireballs as an attack.

Of course, one can only shudder at the thought of a giant monster being temporarily transformed by this...Or if they were modified, permanently transformed with these.

(In case the barrels get used up, you get a full stock in about the span of a month's time, while also retaining any modifications you made with the glowing materials inside the barrels, in your Warehouse.)

Energyne Genetic Secrets [600]

Strange, these should not be here, given that ScumLabs was the one responsible for making the monsters. But this is from an entirely different company called **Energyne**.

As for what this is, the item in question is an electronic tablet loaded with countless bits of data, namely for genetic engineering methods (such as **CRISPR**) to make living and unborn creatures turn into monsters, alongside modifying their behavior to act a certain way if you wish.

However, while all of that is there and useful for those ends, it also has additional notes on how to make any creature achieve forms that are even larger than the typical giant monster, One that can make them into 'HULK-Like' versions of themselves AND make it permanent.

*(If you happen to have the **HULK Form** Perk while getting this, you can apply the genetic engineering techniques to create more **HULK Form**-capable monsters, on top of being able to add on mutations and behaviors they can take...*

...Oh, and yes. They will be loyal to you and your companions.)

Monster Team (Companions)

Companions can purchase more companions.

Import [200-300]

You can bring along 8 companions for 200 RP. They will each individually get 600 RP to spend for themselves or instead receive 4 Rampage Tokens for Perks.

If you wish to bring in more than just 8, you can spend an additional 100 RP to bring in as many as you want.

Recruit Anyone [100]

Anyone you want to recruit in this world will cost 100 RP to get a chance to join you as a companion if they agree. If they don't, you will be refunded.

American Kaiju Hazards (Drawbacks)

You can take up as many Drawbacks as you want, just don't make it impossible for yourself...

Leave When The Story Finishes: [+0]

You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Alternative Rampage [+0]

In case you wish to have the events of the **Rampage Movie** occur, you can use this as a toggle to modify things accordingly and easily co-exist with any other drawbacks you may have as well.

Longer Stay [+100]

You can take this to make you have to stay around for a decade. This can be taken up to 5 times, but any further time extensions will not give you any additional MP.

Big Camera Star [+100-200]

You and your companions will be followed by a News Crew looking to gain B-Roll Footage. They will never disrupt anything, nor will you have to worry about them getting caught in any crossfire...

...However, the footage they only ever manage to get is of any mistakes, flubs, or unlucky accidents that you and said companions end up making. You can, of course, ask the News Crew to just get rid of it when you get the time...

...But for an extra **100**, you and your companions will have set-aside time to watch over and review the footage, while also having to work out and negotiate with the News Crew if it ever gets released to the public.

(Of course, no matter what footage they get, the worst case result is some damage to the ego if you care about that stuff.)

Blistering Pacing [+200]

Any major plot events will rapidly accelerate themselves so that they'll all happen within a year at most. If the plot took less time than that, time will bend so that it finishes within months or potentially weeks.

Monster Rescue [+200]

The protagonists have been captured and locked away. You must rescue the main characters and set them free from captivity and ensure they escape.

Rampage Dossiers [+200]

If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities. And yes, even the giant monsters will get access to this as well.

Eradicate Scumlabs [+200]

Your mission is to completely crush Scumlabs and prevent them from ever resurfacing. You have a mental tally of every base, location, employee, and so on and an instinctive knowledge if someone's going to try and salvage what you've broken.

Dangerous Interiors [+300]

You'll find that every now and then buildings and structures will have a lot more dangerous conditions inside them that can splash out onto you. Like say hitting various pipes that will send out blasts of fire or high-pressed water...

...Or hitting faulty electric wires and appliances that will zap you. Of course, if you are a giant monster, this will hurt a little bit and maybe slow you down a while.

One Of The Group [+300]

You're working alongside the main protagonists. You inherit their enemies and will be seen as their ally. You aren't required to assist them, but you'll be targeted as if you are regardless.

No More Mutants [+300]

You must destroy or completely remove access to any means people may use to create giant monsters. You'll be able to sense when the job is done, and will be guided towards anyone or anything that can make mutants.

The Earth's Protector [+400]

The voice of the planet speaks to you, and tells you about all the ways it's being abused. Your job is to improve the health of the earth and put an end to egregious pollution. The planet will inform you of whom the biggest offenders are and where you could attack for the most impact.

Unstable Mutagens [+400]

Within a year of entering the jump, an unavoidable accident will result in 10% of the population of the planet, both animals and humans, becoming giant monsters.

The Ultimate Life Form [+500]

Within a month of entering the jump, a mutated life form who has the combined strength of all three of the protagonists will arise. This reptile, ape, werewolf creature will carve a path of destruction across the world, only caring for their own goals.

Local Rampage Lock [+600]

You have no access to any Outside Perks, Gear, Equipment, and your Warehouse as long as you are here in this world. Good luck on your end.

Power Lockout 2 [+600]

You don't get access to any purchases here until after the jump ends.

Aftermath Choices

So with your work or fun here over, you have three choices...

New World (Next Jump)

Continuing Rampage (Stay)

Homebound Peace (Head Home)

Damage Report (Change Log)

v1.0

The First Version

V1.1+

Updated HULK Form Perk

In Consideration: New Companions
