

Pacific Rim

Version 1.1 by SpazzWave



In 2013 a dimensional breach opened at the bottom of the Pacific Ocean and giant monsters called **Kaiju** rose to destroy cities. Conventional weapons failed, and to fight against them the world built Jaegers, giant robots controlled by two pilots sharing the neural load through Drifting, a highly advanced neural link between two people. You start in the year 2020 in the Alaska Jaeger Bay, after Raleigh leaves and five years before the beginning of the plot of the main movie. Alternatively, you can start at other Jaeger Bays like the one in Hong Kong, Lima, Seattle, Vladivostok or any Port city. Here's **1000 CP** for you.

Origins



Researcher

You are the backbone of the Jaeger program, be it researching Kaiju or designing the Jaegers, giant robots that protect humanity.

Jaeger Pilot

You are humanity's frontline against the Kaiju, being a rare one who is capable of synchronising your mind with a co-pilot to drive the Jaegers.

Kaiju Hybrid

What even are you? A product of mad science? A true-born Kaiju? A human who got in contact with Kaiju blood? Whatever you are, it's your choice to decide what you are going to do in a world that will hunt you.



Perks

[Soundtrack] Free for all

You have a mental player for the soundtrack of the movie. It plays automatically in combat if you want to.

[Worker] Free for all

You were built for hard work, and it shows. Long shifts, crushing loads, and harsh conditions don't faze you. You could easily find a job building coastal walls if being a Jaeger pilot doesn't work.

[Drift-Compatible] Free for all

Must be a quirk of your brain or something. You have the ability to be Drift compatible with anyone.

[Combat Training] 100 CP

Choose one real-life martial art to be a master of. Kenjutsu or MMA are some good choices.

Researcher



[PhD] 100 CP, Free for Researcher

You have a doctorate with ten years of experience in any field you want. The recommendations in this world are for biology, physics, engineering, robotics or mathematics.

[Jaeger Engineer] 200 CP

Despite not being your area, you have some experience on Jaegers. You can repair, modify, and even design entire Jaegers from scratch. You can specialize your Jaeger designs for durability, speed, strength or efficiency.

[Data Miner] 400 CP

You have exceptional, practically peak human talent for pattern recognition. You can analyze large amounts of data quickly and pull out patterns that others would miss. Whether it's Kaiju behavior, damage reports, or experimental results, you see the hidden connections immediately. If you were a Jaeger Pilot, you could easily use this to predict the next move of a Kaiju.

[Neuroscience] 600 CP

There is one thing you are a genius at: brains. You are the world's foremost expert on neurology and the science behind Drifting. A wise man could apply this to create cybernetic brain enhancements, memory reading or improve the Drift system. A fool would try to Drift with a Kaiju brain to see what happens.

Jaeger Pilot



[Steel Nerves] 100 CP, free for Jaeger Pilot

You're always in control of your emotions. Fear doesn't rattle you, combat against a Kaiju only makes you focused and if you had to sacrifice yourself to save humanity? You do it in a heartbeat. Post-jump this gives you the ability to control a Jaeger alone.

[Combat Flow] 200 CP

You are an instinctive fighter, coordinating attacks, counters and dodging easily. When you fight with your Jaeger, it is an extension of your body rather than a machine.

[Awareness] 400 CP

Years of training simulations have made you develop a sophisticated situational awareness. You are always perceptive of where you are, where your enemy is and how to position yourself to gain the upper hand, even if you only have your instruments instead of sight. Surprise attacks rarely work on you.

[Humanity's Greatest Ability] 600 CP

A Jaeger cannot be piloted alone. Monsters cannot be fought alone too. You have the ability to bond with anyone, and when you create a bond everything you do with that person is multiplied exponentially. You share your strength, you coordinate perfectly, you grow more and if someone is closer to death, this bond will keep them alive long enough to do what matters.

Kaiju Hybrid

You can customize your Kaiju appearance any way you want.



[Kaiju Physiology] 100 CP, Free for Kaiju, transformation exclusive for Kaiju Hybrid.

Your body is now self-sustaining: you have no need for air, food, water and can survive in the most inhospitable of environments, be it underwater or even space. Additionally, you can change to a human form if you want to. This makes you into a level 3 Kaiju if you aren't.

[Alpha] 200 CP

You are a pinnacle member of your species, boasting greater strength, durability, size and stamina. This makes level 3 Kaiju into a level 4.

[Hive Mind] 400 CP

You now share a mind link with all members of your species, manifesting as an ability to send and receive thoughts and memories from them. If a member of your species submits to or recognises your authority, you can control their minds.

[Evolution] 600 CP

Kaijus come in all forms, sizes and abilities, despite being clones from the same DNA. The reason? Reactive adaptation. That power is now yours. You have an ability to evolve biological weapons in reaction to an enemy that threatens your life. Fight giant robots and create an EMP organ, fight armoured enemies and develop an acid spit. This ability will always be effective against your enemies; however, you can only have one at a time.

Jaeger Customization



You have 1000 JP, exclusive to **Jaeger Pilot**, to customize your own Jaeger. You can convert CP to JP at a rate of 1:2. You can import any robot here. You can buy any number of options you want, despite not being realistically possible. All Jaegers come with back thrusters.

Energy:

[One Core]

The basic option for all Jaegers.

[Double Core] 200 JP

Two reactor cores instead of one, giving the Jaeger the ability to channel far more energy than is normally possible into weapons, thrusters or limbs.

Aarmor:

[Lighter Armor] 200 JP

Lightweight Titanium plating increases speed without sacrificing durability.

[Normal Armor] 0 JP

The basic option for all Jaegers.

[Heavier Armor] 200 JP

The Jaeger is reinforced with denser, layered plating made to survive the attacks of Level 4 Kaijus.

Limbs:

[Elbow Rocket] 100 JP

Rocket-assisted boosters in the elbows increase the power of all punches.

[Plasma Cannon] 200 JP

The Jaeger is equipped with a highly advanced Plasma Cannon, designed to penetrate through the most resistant of Kaijus.

[Flamethrowers] 100 JP

Flamethrower systems project jets of fire at close range, ideal for burning the large bodies of Kaiju.

[Coolant Jets] 200 JP

High-pressure coolant jets effectively freeze Kaijus at a rapid speed.

[Shield] 100 JP

Shield module made to absorb Kaiju strikes.

Weapons:

[Swords] 100 JP

Retractable and lightweight swords on both arms. Cuts Kaiju flesh like nothing.

[Hand Saws] 100 JP

Rotating saw blades on the hands, maximizes punches and close combat.

[Missile Battery] 100 JP

Missile Battery located in the chest area, capable of launching a barrage of guided projectiles.

[Harpoons] 100 JP

A massive harpoon cannon made to tether Kaiju or hold them in place.

Attachments:

[Hyper-Torque Driver] 100 JP

Internal mechanism increases the torque of the limbs, improving strength.

[Increased Ammo Storage] 100 JP

Your systems have been overhauled to hold three times as much disposable ammunition (e.g. rockets) and even some spares for lost harpoons and the like.

[Improved Thermodynamics] 100 JP

Heat distribution in your robot has been improved so that any abilities with (theoretically) unlimited usage such as back thrusters, harpoons and the like only have half the usual cooldown time.

[Aerodynamic Design] 200 JP

Due to the design of your Jaeger and/or a special coating this machine can move in water and any other liquid and/or when being covered with any hindering substance just as well as without this hindrance.

Immunity:

[Immunity to Acid] 100 JP

Coating made to protect against Kaiju acid.

[Immunity to EMP] 100 JP

Analog systems instead of digital protects against EMP.

[Immunity to Heat] 100 JP

Tungsten layer made to protect against heat.

[Immunity to Cold] 100 JP

Specialized insulation protects against cold.

Items

Any destroyed items will be restored a year later. You can discount one item per price tier. Discounted 100 CP items become free. **[Hangar Station] Free**
Your own hangar station made with the purpose of repairing and maintaining your Jaeger. Comes with a crew.

[Flare Gun] Free

A Flare Gun, useful for signaling or as a last resort to Kaiju. It has infinite ammo.

[Emergency Beacon] Free

A compact transmitter that transmits your location to rescue teams.

[Money] 100 CP

1 million dollars. Can be bought many times. In future Jumps you get an equivalent of this sum at the start.

[Dojo] 100 CP

A fully equipped training dojo. Training here will improve your results considerably.

[Coastal Wall] 100 CP

A massive, reinforced coastal barrier made to protect entire cities against Kaiju. Can be deployed at any location of your choosing. It is ineffective against a level 4 Kaiju.

[Kaiju Harvester] 200 CP

This advanced, deployable collection of machines can harvest any corpse and process it into useful ingredients.

[Robot Factory] 200 CP

This factory can produce any robot as long as you have the blueprints for it and provide the materials. It also comes with the minimum staff to utilize the facility.

[Walled City] 400 CP

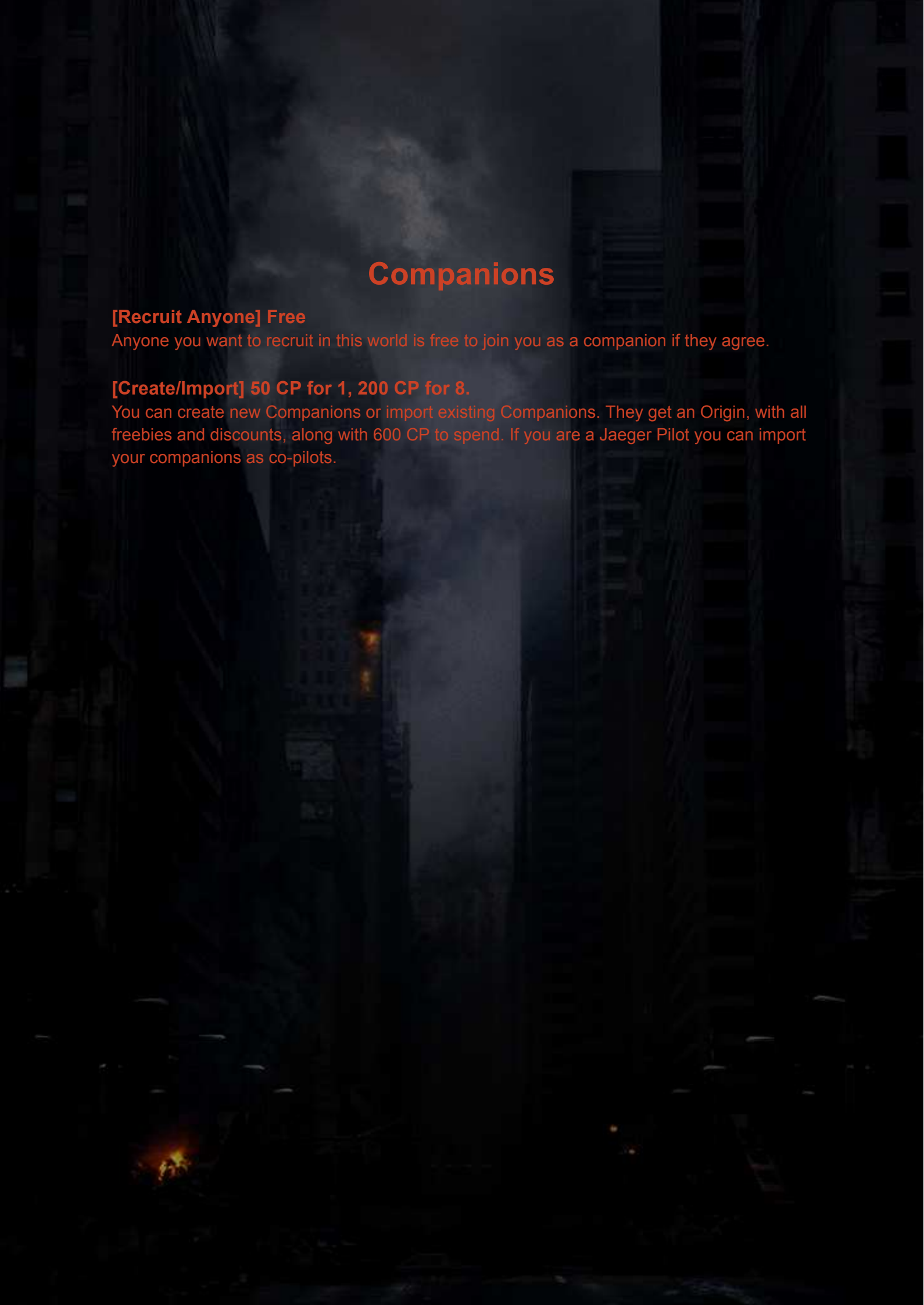
You can acquire any city in this universe that has a coastal wall. Its territory, population and government will be yours.

[Coastal Wall Multinational Company] 400 CP

You are now the owner of a global megacorporation specialized in building coastal walls to protect port cities around the globe. Employing hundreds of thousands of workers, this company's value is worth more than the GDP of some entire nations.

[Kaiju Breeding Facility] 600 CP

This is an extradimensional space made with the purpose of creating specialized megafauna as bio-weapons. It has an automated factory, cloning labs, and a xenobiologic evolution machine that gives Kaiju their specialized abilities.



Companions

[Recruit Anyone] Free

Anyone you want to recruit in this world is free to join you as a companion if they agree.

[Create/Import] 50 CP for 1, 200 CP for 8.

You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600 CP to spend. If you are a Jaeger Pilot you can import your companions as co-pilots.

Scenarios

Humanity's hope

Years have passed since the first Kaiju landed on Earth, but the threat has returned stronger than ever. The PPDC scrambles to rebuild its Jaeger program while governments abandoned the fight entirely for coastal walls. Pentecost's plan was to recruit Jaeger pilots for one final mission: destroy the breach. However, in this timeline the most important pilot of all was never born: Raleigh.

You now assume his position in the plot as the main pilot of **Gypsy Danger**. You will be prohibited from accessing any item, jaeger or jaeger upgrade you have bought here. Your objective is to fight all the Kaiju Raleigh fought and destroy the Breach with a nuclear bomb.

By achieving this you have saved humanity from extinction, and as your reward you gain the **Gypsy Danger** with all possible upgrades you can buy from the **Jaeger** section.

Additionally, your experience using the swords from Gypsy Danger has given you the perk **Armorbearer**. By using any bladed weapon you will see its cutting capabilities increased against any type of armor.

Apex

You aren't human anymore. Maybe you never were. What you are now is a bio-weapon of mass destruction, greater than a building and lethal as a nuke. But this isn't enough for you. Something inside you hungers for evolution, to unlock your potential.

Your task in this scenario is clear: destroy the Hong Kong Shatterdome, the last hope for humanity, alone. You will fight every Jaeger they have by yourself, with no support at all from other Kaiju, in hope to unlock every shred of potential you have inside your DNA.

By achieving this your form will grow further than you ever thought it was possible, reaching the level 5 size. Not only that, the limits of your size will disappear, letting you reach even greater sizes as long as you keep risking your life fighting stronger enemies.

Drawbacks

[Main Protagonist] Free

Assume the life of a canon character.

[Main Plot] Free

Leave when the plot of the first movie ends.

[Kaiju Groupie] +100 CP

You are seen in a bad light because of your obsessive fixation with Kaiju

[Time Extension] +100 CP

Add 10 years to your stay here. You can only take this drawback twice.

[No Powers] +100 CP

Your out-of-jump powers are disabled.

[No Items] +100 CP

Your out-of-jump items are disabled.

[No Warehouse] +100 CP

Your warehouse is disabled.

[Day Job] +200 CP

Instead of having access to a Jaeger you will be forced to labor at the coastal walls during your stay here.

[Bad Memories] +200 CP

Whenever you enter the Drift, the connection is unstable and painful. Memories from you and your co-pilot bleed together and you will be lost in them until you recover from the experience.

[Bulwark] +200 CP

You can only fight against Kaiju alone, without the help of other Jaegers.

[Worst Time] +200 CP

Any Jaeger you use will always start with critical malfunctions, never working at a 100% level.

[Adaptation] +200 CP

The Kaiju now adapt to the elemental weakness of your Jaeger. EMPs, acid and even frozen attacks are now common abilities for them.

[Radiation] +200 CP

You will suffer radiation sickness every time you pilot a Jaeger. It will not kill you, but it's gonna hurt.

[Atlantic Rim] +200 CP

Uhh? Wrong universe, buddy. Looks like instead of starting at Alaska Hangar Bay you instead traveled to a parody of Pacific Rim. The beats are still the same, so you still have to fight giant monsters with giant robots, but don't expect to see anything you remember from the original movies. Oh, and expect terrible dialog, too.

[Main Objective] +200 CP

Each 6 months there will be a Kaiju attack specifically (separate from any usual attacks) for any base you are now living in or close by.

[Colonization] +400 CP

Kaiju will keep coming each 3 months now, increasing the danger humanity is facing even further.

[Alone] +400 CP

You will have to Drift alone, handling the strain of piloting a Jaeger by yourself.

[Triple Threat] +400 CP

Each time a Kaiju comes from the rift it will be accompanied by two other lesser Kaiju.

[Level 5] +600 CP

Now every Kaiju that is coming from the breach is now a level 5.

[Wrong Drift] +600 CP

You have drifted with a Kaiju, and now they have your out-of-context knowledge.

[Major Cutbacks] +600 CP

Originally they would have funded the Jaeger Project for several more years. Now funding is revoked almost immediately after your arrival. Expect a shipment or two more of equipment and/or replacement parts but after that there will be no more additional Jaegers. Whatever there is after these last shipments, they will be the last of their kind.

Conclusion



Listen up, Jumper. You've faced the Kaiju, stared into the Breach, and fought alongside the best of us in the Shatterdome. You've piloted Jaegers, forged bonds, and carried the weight of a world on your shoulders. Now, the Drift is quiet, and it's time to make your call. The war's over, for now, but your path ain't set in stone.

You can now Go Home (+500), Stay (+1000), or Move On.

Whatever you choose, know this: you've got what it takes. You've drifted with the best, fought the worst, and come out standing.

Changelog

V 1.0 - First Version.

V 1.1 - Added 5 items, 2 drawbacks, 2 scenarios. Added a Kaiju perk tree. Small fixes.