GODZILLA
怪獸惑星

Introduction

At the turn of the 21st century, humanity underwent a crisis unlike any that had ever even been conceived before then. The seemingly spontaneous arrival of Kamacuras in Manhattan and the subsequent destruction it causes will be the herald of a new and bleak era for humanity. The trend of new, horrific monster species appearing and wreaking havoc upon humanity would be a continuous one. The monsters seemed endless until the year 2030. On May 29th 2030, the beginning of humanities end was heralded. The eviscerated corpse of a Kamoebas would be found upon the shores of Odo Island, along with the whispers of a horrific name: **Godzilla**.

Godzilla would make his presence known to the world in August of the same year and continue on an almost unchallenged march of destruction. During this period, two alien races came to the Earth: the Exif in 2035 and the Bilusaludo in 2036. The Exif were religious fanatics that came to herald the end of humanity by Godzilla and spread their religion. The Bilusaludo came to Earth as refugees as their planet was destroyed by a black hole. However, despite the arrival of two highly advanced alien species, the march of the monsters could not be stopped. In the year 2048, the population of Earth had dwindled to a mere 700 million. It was this year that plans were put into motion that would see the survivors of all three races turned into extra-solar refugees.

The creation of the interstellar colony ships *Oratio* and *Aratrum* was seen to be the last hope of all the species. Only 15,000 people were able to board the ships, 10,000 in the *Oratio*, which left for Kepler 452, and 5,000 in the *Aratrum*, which set its course for Tau Ceti E. This ship houses the principle characters of the tragedy that is about to unfold. Haruo Sakaki, a young boy who saw his parents slaughtered by Godzilla, would grow into a bitter and obsessed young man by 2070. You begin your stint in this world just as Haruo is performing his mutiny on the *Aratrum*.

Location

(1d8 or pay 50cp to choose)

Aratrum*, in Orbit of Tau Ceti E(1 , 5, 7)*

The *Aratrum* is a colony ship made by Humanity, the Bilusaludo, and the Exif. This ship was made for the sole purpose of traversing the stars in an attempt to get away from Godzilla. It is currently sitting above the planet Tau Ceti E. This ship will be undergoing some rather major issues very soon as a young man named Haruo will stir up quite some unrest. The rest of the ships population is having terrible issues with its food supply and with overcrowding.

Earth, Monster Forest*(2, 4)*

The *Aratrum* has been away from Earth for just a bit longer than 30 years. Due to the nature of their ships FTL travel, they've actually been gone from Earth for about 20,000 years. Earth during this time has become overgrown with odd vegetation and even stranger creatures. The evolution of everything seems to have taken a branch off of Godzilla! You arrive in the middle of one Godzilla's most common stomping grounds, a massive forested area that is crawling with flying creatures known as servum. You can also see some evidence of oddly humanoid life around the area.

Earth, Hotua Village*(3 , 6)*

The Hotua were originally the people that the *Oratio* and *Aratrum* left behind. They live in small village 100 meters deep in a volcanic cave. This village is led by the two priestesses of Mothra, Maina and Miana. It will soon be a hotbed of conflict if nothing is done to deter the threat that comes from the *Aratrum*.

Free Choice*(4 , 8)*

You may choose any of the options above or you may to choose to go anywhere on Earth, the *Aratrum*, or even the *Oratio* if you wanted to be on it.

Race

Human

Humanity were the original inhabitants of Earth. In terms of looks, they are by far the most diverse of all the humanoid races. However, their most important traits come in their personalities. They are a stubborn and willful species, but be warned that this can often lead to bullheadedness.

Exif

The Exif are the second race to join the United Earth, the three race alliance of Human; Bilusaludo; and Exif. They are known for their pale hair, svelte bodies, pale skin, and pointed ears. The most notable trait of their species is that they all seem to follow the same religion. This religion preaches an acceptance of circumstances... but you can't quite shake the idea that there is something more to it.

Bilusaludo

The Bilusaludo the 3rd race of alien to join the United Earth. They are all dark in complexion and exceptionally muscular. They also all of dark colored or silver colored hair. They also age at a slower rate than humans leaving their 50 years olds more comparable to human 30 year olds. They, as a species, seem to revile anything not based around hard science or anything that they consider to be primitive.

Hotua - 100

The Hotua are the people left behind by the *Aratrum* and the *Oratio*. They are the remnants of humanity that survived by rallying around the benevolent monster Mothra. In the 20,000 years that the colony ships have been gone these survivors have undergone great changes. Their time around Mothra has shifted their evolution to a more insectoid bent. Their hair is often light blue or some hue of that color and they are mostly dark skinned, but they have a few major differences from humans. Their time around Mothra has given them the same scales that Mothra has on her on body. These scales make them resistant to both Godzilla's cells and to corruption based around nanometal. They are all also telepathic making them able to communicate with each other from long distances. The Hotua are also slightly faster and stronger than the original humanity, despite their shorter stature.

Monster - 400

A bringer of ruin, misery, and death. Make no mistake these beings are not given the name monster just for their often impressive bulk. These are creatures of terrible power able to wreak havoc and sow destruction wherever they may roam. You may now count yourself among this number. *This origin may change their location to Earth.*

Racial Perks

Human

Stronghearted - 100
Your kind is not a people that break easily. It took until the human population was well under a billion people until you even considered the colony ships. This may seem foolhardy, but it's just because the human spirit is very hard to break. You find that recovering from despair is far easier. It is also marginally more difficult to control you through mental influence or otherwise.

A War of Attrition - 200
Nothing that humanity does ever seems to get them ahead, but they've learned to make the best of it. For every monster that humanity has defeated, another has come to take its place and it's brought friends. This constant onslaught has left humanity very aware of its slowly bleeding population. As a human, you have become incredibly adept at minimizing losses in any sort of plan or operation.

A Cornered Rat - 400
As the saying goes, a cornered rat will bite the cat and humans are one Hell of a rat. Humanity may not have any mechanism to grow beyond their means in a physical sense but they do have their minds. As a situation becomes more and more desperate, the more clever you become in response. It could be more than just clever it could just be general intelligence as well. If pressed with your back entirely up against the wall, you could tear down that wall and make a robot out of it.

Come Together - 600
Strangely, humans are incredibly good at having disparate groups coming together and having them get along relatively well. Humans seem to be the only race interested in diplomacy and it shows, because they are very good at it. You could very well have two people with entirely opposing worldviews working with one another after you've been given a little time to work.

Exif

Elven Grace - 100
The Exif carry themselves with a sense of poise and regality. Like the Elves of old fantasy, the Exif possess a certain grace that draws the eye. However, despite a disposition that many would say is detached, their looks do not put people off and are in fact seen as a rather open people. You now have this same poise and this same draw.

A Silver Tongue - 200
The Exif have traveled the universe preaching their religion wherever they go for untold generations. This has left any self-respecting Exif as a master of rhetoric and with heightened charisma. It's is because of this people find your voice soothing and your ideas a bastions within a chaotic world. You also find your ability to argue improved significantly.

Seeding the Universe - 400
The Exif have been around for a very long time and they've been spreading their beliefs for just as long. They have become adept at slowly seeding their beliefs throughout civilizations without those very same civilizations ever knowing they were there in the first place. As a result, you've become very adept at stealthily planting ideas in society's consciousness. This is especially effective if this is done through the guise of religion.

Gematron Technology - 600
The greatest contribution that the Exif gave to the United Earth was their Gematron technology. It is a form of calculation that allows for near perfect prediction of any and all events that can be plugged into the equation. It is actually created through a form of higher-dimensional mathematics that can be applied to the lower dimension for some amazing effects. One such an effect is the ability to see far into the future.

Bilusaludo

Firm Discipline - 100
The culture of the Bilusaludo is based around stoicism, science, and self-control. It specifically emphasizes and ideal state of complete emotional control. This ideal has been passed onto you. You may not be the perfect embodiment of emotional control, but you come pretty close. You are able to keep your emotions very close to chest and are able to control them in trying circumstances.

Duty to the People - 200
The idea of personal sacrifice is perhaps the most important precept of Bilusaludo society. The idea that one man or woman should sacrifice themselves for the greater whole is ingrained into the psyche of the race's culture. This is not quite the case for you. This option simply makes you more able to perform personal sacrifices if you were forced too. It does not make you more likely or willing to sacrifice yourself.

Transbilusaludianism - 400
The Bilusaludo are proponents of the idea that technological and scientific advancement are the true way into the future. This holds true for both their society and their species. As such, they have become adept at creating technologies that integrates into their biology exceedingly well. You now hold the secrets to this technology in your mind.

Nanometal Technology - 600
It is perhaps in the creation of nanometal that the greatest triumph of the Bilusaludo can be found. This metal is an incredibly durable programmable metal. The durability is such that it can resist blows from some powerful monsters, but don't expect it to hold against something such as Godzilla. The "metal" itself is actually a collection of nanomachines that have joined together to form a liquid alloy. This alloy is able to near instantly harden. It's most important feature is its ability to self-replicate. It has the capability of taking in matter and reforming it as more nanometal. This process happens very rapidly in some cases, but in others it happens relatively slowly. It all depends on the amount of area that the metal is interacting with at the time.

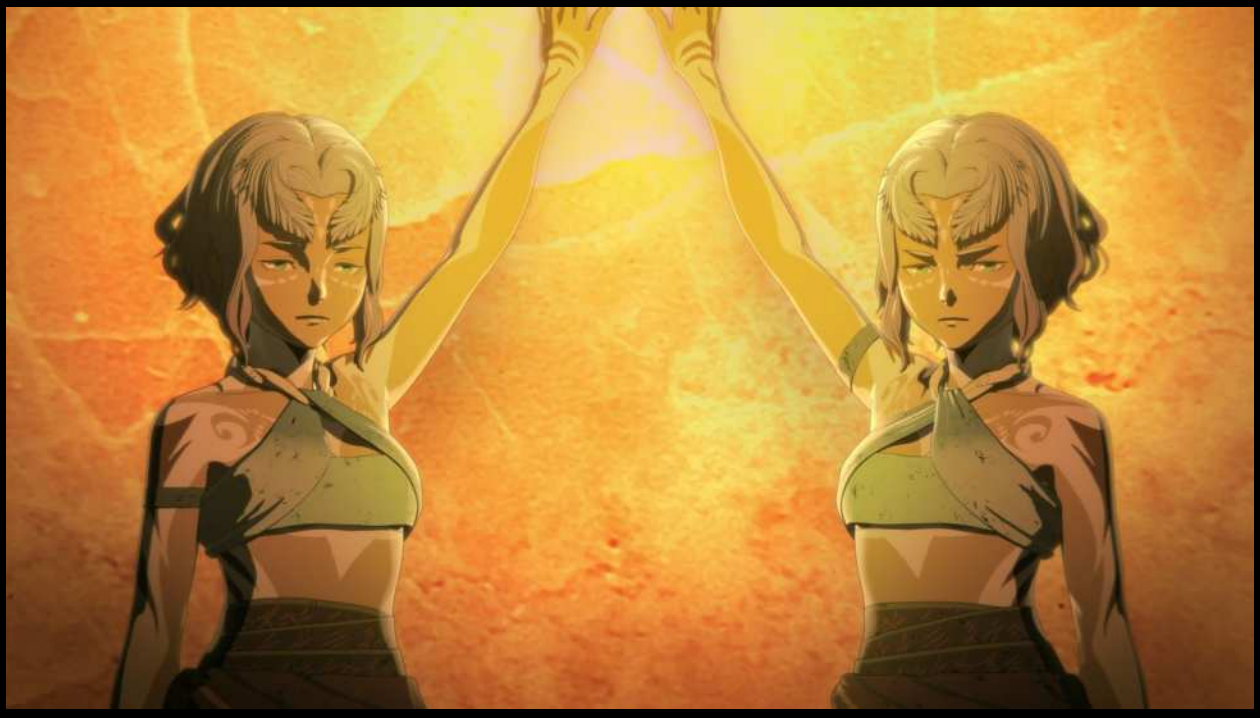
Hotua

Life in the Tribe - 100

The society of the Hotua has changed greatly from their human origins. They deliberately avoid becoming urban and embrace a tribal, village based existence. However, despite this way of life not drawing the attention of Godzilla, it is still a horrifically dangerous way to live. The Hotua people have had to become adept at living and hunting in an incredibly hostile environment. This has left them as masters of stealth and very conscientious of their fellow tribesmen. As such, you have become very good at seeing the needs of people around and a master of stealth in your own right.

Adaption Above Domination - 200

The Hotua are a people that live in harmony with nature, but that isn't to say they are completely inept when it comes to technology. It is quite the opposite actually, but it is perhaps in a rather odd manner. The Hotua have become quite adept with integrating future technology with their own way of life. This can take many forms, but it is perhaps most common to see this in the case of nanometal. Nanometal is actually the basis of much of the Hotua's weapons technology. The technology may just be primitive bows and arrows, but they are able to manipulate the nanometal in such a way that they are able to create the weapons.



Veneration of the Priestesses - 400
The Hotua people follow under the charismatic leadership of the Priestesses of Mothra. These are the religious leaders of the Hotua people chosen by Mothra herself. The qualities of the these leaders are vague at best, but we do know that they are highly respected by the wider Hotua population due to their chosen status. In taking this option, you are far more likely to find patronage from beings of a higher power. On top of that, this patronage will have the people of lower classes hold you in incredibly high esteem.

Malleable Genetics - 600
The greatest strength of the Hotua is their adaptability. Adaptability in their society, in their culture, and even in their genetics. The Hotua, perhaps through their interaction with Mothra, have incredibly malleable genetics. They have somehow taken an evolutionary path that incorporates traits from insects in particular. This malleability is now applicable to your own genetic code. Even if it doesn't make much sense for your evolutionary line to actually have some of these traits, somehow these traits will begin to appear in response to challenges that your people have faced.

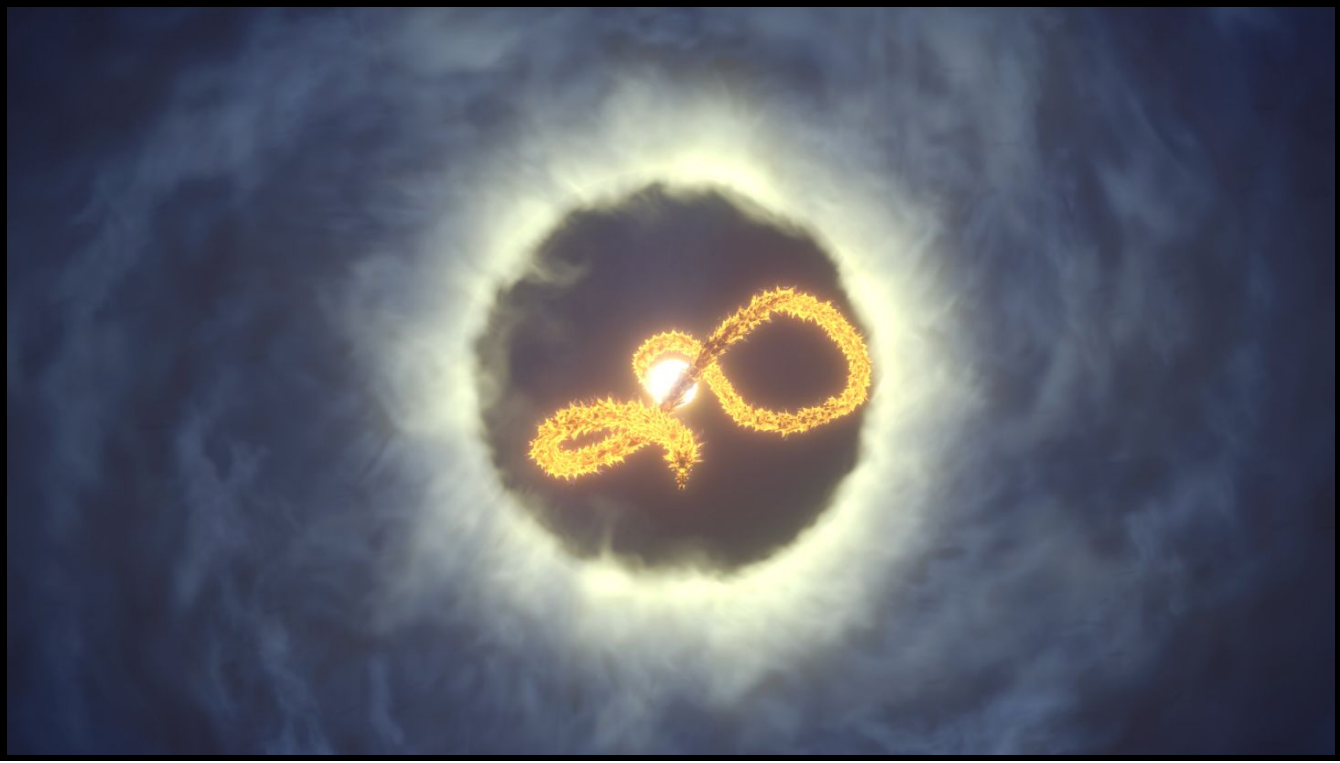
Monster

Hidden Enemy - 100
The monsters weren't a presence in the world... until they were. Monsters simply appeared without warning. Monsters normally appear and quickly continue on to populated areas to rampage in. These rampages often end one of two ways. The first is that after taking heavy casualties the monster is killed. The second is the worst and far more horrifying outcome. The monsters often just disappear. They are seemingly completely unable to be found by Humanity, the Bilusaludo, or the Exif. You've taken this odd trait of the monsters. You are able to appear and disappear in the public eye seemingly at will.

Taste of Blood - 200
The monsters all seem to have an appetite for the destruction of all sapient life on the planet. Their consistent assaults on the high population urban centers only prove this fact. It is perhaps more terrifying that these monsters seemingly know how to create as much damage as possible with their skill sets. Upon taking this perk, you will gain knowledge on how to use all of your abilities to cause the maximum potential damage you can. This is especially effective in telling you how to use your abilities to cause the greatest loss of life possible.

An Era of Monsters - 400
There was never any going back to the way the world was after the first monsters appeared. However, this means more than just a philosophical thought on the changes that the monsters have brought. Monsters have a unique sense for the world. They seem to be able to sense when and where there will be moments of great change, progress, or where there may be a concentration of hope. This sense is in a way a bit like precognition at its strongest. In taking this option, you gain this incredibly powerful sense. It's power should not be underestimated as you could easily sense a meteor that is five years out from hitting Earth.

Apex - 600
There are monsters that exist far above the level of any other. A monster of monsters or as some people would call them, Gods. You represent the pinnacle of the evolutionary process as you are a being that evolves while in the current generation. This is done through a process of horizontal gene transfer. However, this will still take a relatively long amount of time to produce results, unless there is outside pressure to speed up the process. It is also by some quirk of your biology that you will never stop growing both in stature and in power. This process is a tad slow without anything speeding it up. It would take you around 20,000 years to go from 50 meters in height to 300 meters without outside interference. Your biology also has a strange effect on the world around you. Your cells for some reason or another force other forms of life to travel along an evolutionary path that would place them as a lesser species of your own species. This means that other creatures will take on traits of your own biology. These creatures are also subservient to your will. You may also choose to apply your genetics so lesser species with much the same outcome; however, the resulting species is not subservient if done in this way. Your biology may also outgrow your weaknesses.



Origin

The Hanged Man
The Hanged Man represents letting go or a change in perspective. You begin your journey stubborn and set in your ways. It could be said that you are wholly obsessed with your goals, whatever they might be.

The Devil
The Devil represents manipulation either of oneself or of others. You begin your journey with a honeyed tongue and ill intent. Let it be known that your manipulations may herald the Golden Demise.

The Star
The Star represents spirituality, inspiration, and hope. You begin your journey with a cheerful disposition, an open ear, and an open heart. Your disposition may bring the hope of a day without hate.

Perks

The Hanged Man

Miserable Luck - 100
The journey of the Hanged Man is fraught with danger. However, it would seem that the world itself conspires to keep them alive. Upon taking this option, you've gained a large increase in luck for yourself and only yourself. This boost in luck is most prevalent in life or death situations.

A Burning Passion - 200
There is something appealing about your passionate attitude. In fact, the people around you will come to admire this character trait. This is especially true in the case of your preferred sex. Your passion seems to make love blossom between you and another very quickly.

Hateful Intelligence - 400
Your intelligence is prodigious, but it truly shines when in regards to a single minded focus. If you put the majority of your time and resources into researching a topic then you will find yourself discovering things in a mere few days that people had not discovered in decades of focused research.

In the Upright Position - 600
The end of the Hanged Man's journey will bring personal closure, but can also bring closure to the people around them. In searching for your own personal ending, you will find that society changes around you. Once you've found your own personal answer, you will find that the society in which you live has changed in response to your resolution.

The Devil

Forked Tongue - 100
The Devil has always had it's serpent tongue; hissing lies into the ears of all that live around it. Your charisma is improved leaps and bounds. You could easily create a devoted cult if you worked at it a bit.

Snake On Their Shoulder - 200
Charisma is one thing, but presence is something entirely different. Your presence fits perfectly with your manipulative nature. The people around you begin to trust you far quicker than they perhaps should. This trust is not absolute, as if you're suspicious enough people will catch on to you.

Accept The End - 400
The Devil represents a mindset of entrapment and addiction. Your manipulations are far more successful when you are attempting to get people to accept their situation. This situation could be something positive or it could be something negative. Either way you are adept in reading people's mindsets, changing their mindset, and then keeping them trapped in that mindset.

Priest of the Golden Demise - 600
All of the manipulation and the cultivation had to lead to something. The purpose of The Devil within this tale is to bring about the Golden Demise, the God of the Void, the Planet Eater, **King Ghidorah.** This higher being looks favorably upon you giving you glimpses of great gifts from the future. In future worlds, these sorts of higher beings will continue to look favorably upon you, as long as you do not anger them.

The Star

Light of The Star - 100
Just as the stars shine in the sky, you shine on Earth. You are generally more attractive, but more than that people will find your personality more attractive as well. This also comes with the ability to express your emotions with body language to a level that is almost on par with speaking.

Other Lights in the Sky - 200
The Star is never alone in the night sky. The people around you are more open to your presence. People rarely if ever react poorly to you or your presence. On the off chance that people are angry with you, you will find yourself returning to their good graces much more quickly.

Soothe the Soul - 400
The Star represents hope and renewal. Your very presence seems to "heal" people of their negativity. People who are trapped in their obsessions or their hatreds slowly begin to see past them as you spend time with those people. Be warned, this is not a quick process. The bonds of hate and obsession are not so easily undone.

Priest(ess) of Mothra - 600
The divine moth, Mothra, has always favored life and has often seen fit to designate people as her intermediaries. You are now one such intermediary. The divine moth is capable of channeling some of its powers through you, which grants you the ability of telepathy. When you channel her power, this ability is massively strengthened. In future worlds, you will find yourself being favored by deities and being capable of channeling their power as well. You might find that you've taken on some moth-like traits, such as parts of your hair looking like fuzzy antennas.

Items

(50% Discount for Race)

Human

Personal Armaments - 100

Humanity's small-scale military technology never stopped improving until the very moment they were driven off of their planet. They created incredibly impressive arsenal in such a short amount of time. You've gotten access to a small part of this arsenal. You have an Infantry-Employed Electromagnetic Induction Rifle, in other words an assault rifle railgun. This small, bullpup rifle is able to fire 6mm pellets at incredible speeds, which makes it much more effective than any conventional, modern weapon. You also have some body armor. This armor wouldn't be able to take a full hit from even a Servum, but it may save you from a glancing blow from such a creature.

Powered Suit - 200

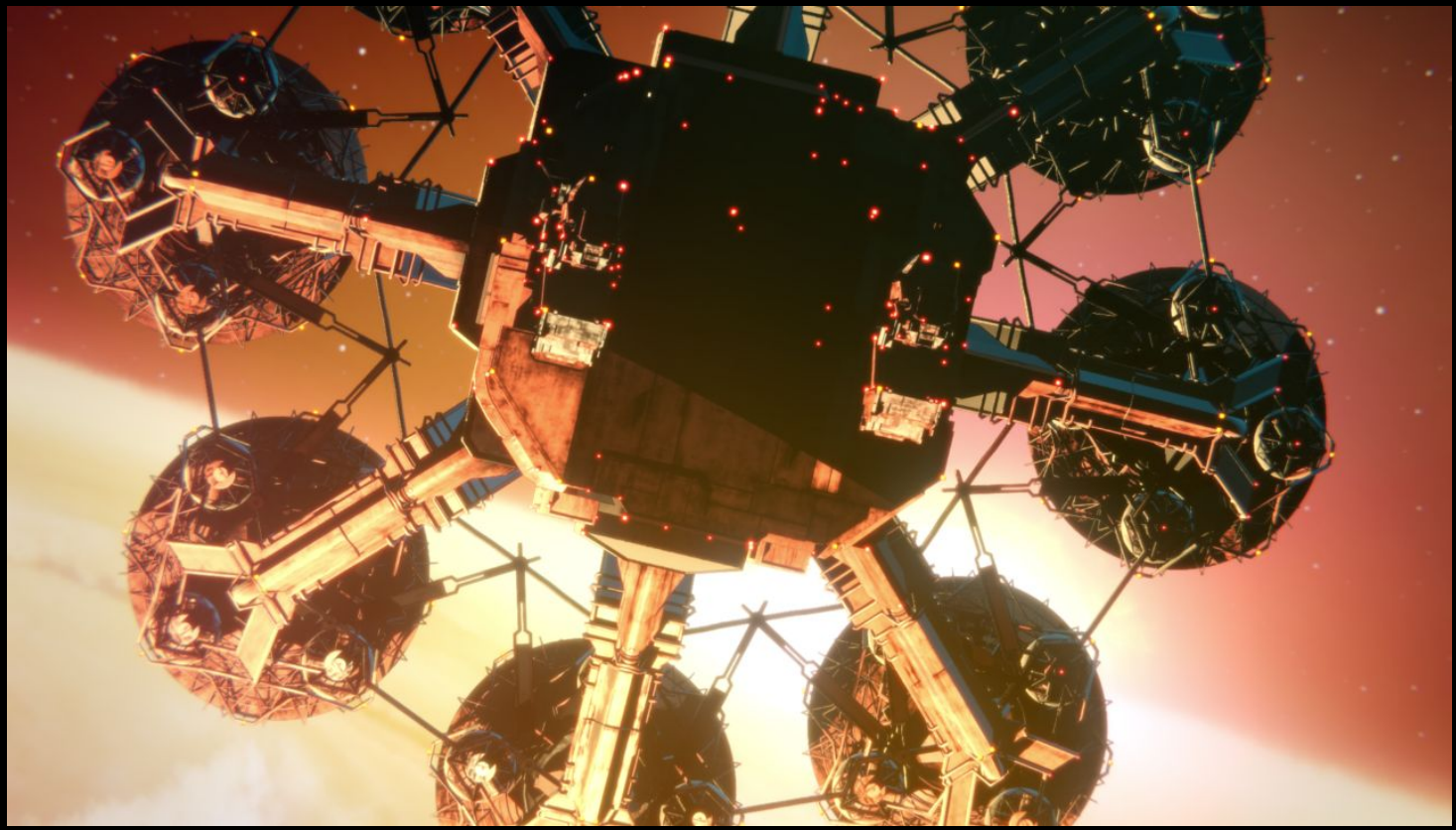
Technological improvement did not stop with just outfitting the infantry. Humanity tried a vast amount of different vehicles against the monsters. The most effective vehicle that they created is perhaps the mecha known as the Powered Suit. This mecha is about 3.9 meters in height, weighs 2.5 metric tons, is 2.9 meters in length, and fits one pilot. It has two arms that are capable of lifting far, far more than a human could ever possibly lift. It also has two legs, which allow it to move a little faster than a human. The arms also come equipped with two 20mm railguns — one on each arm.

Arsenal - 400

No one thing alone could defeat a monster; let alone something like Godzilla! Humanity learned this lesson very harshly throughout their stay on the planet Earth. Luckily, humans were always very good at producing weaponry... and a lot of it. In purchasing this option, you've gained access to an entire cache of humanity's greatest weapons. It comes with enough personal weapons and armor to outfit everyone in a small military expeditionary force. This cache also comes with 15 Powered Suits. However, it has more than just these hidden away. It has 10 Multipodal Batteries, which are mecha artillery platforms that fire incredibly powerful electromagnetic acceleration cannons. It comes with every assortment of bomb up to and including Nuclear Bombs.

Interstellar Emigration Spaceship - 600

The last resort of Man after all else and invariably failed. An interstellar spaceship created by the United Earth in order to escape that very same planet. It has a passenger capacity of 5,000, but 15,000 could be placed within if you were forced to do so. The specifics of this spaceship are not exactly known due to the use of Gematron Calculation in its construction. However, we do know that it was able to produce food for 22 years. It comes equipped with an A.I., which was coded in Gematron Mathematics. The engines were able to propel this ship to the Tau E system in only 22 years, which puts it's speed about half of the speed of light. The ship comes with at least four large landing ships. One of this ships would be able to move at least one hundred people as well as a decent bit of heavy military hardware. However, one thing that is perhaps bad about the ship is its hyperdrive. The hyperdrive is oddly unreliable. It can reach from the Tau E system to the Sol System instantaneously for the passengers on the ship, but the time elapsed from outside could be 20,000 years. It is also incredibly risky as it is not guaranteed to even land in the exact spot that you desire. *Any Gematron technology on this version of the ship will not be subject to Ghidorah's will.*



Exif

Hierophant's Garb - 100
The Exif are first and foremost a missionary people. They travel from planet to planet offering planets and the people on them to their god, Ghidorah. As such, they often look the part of a religious figure. This option provides you with Exif religious garb. This clothing is white in color and looks very similar to a Christian pastor's clothing.

Secret Shrine - 200
The nature of the Exif and their cult means that they thrive on secrecy for the beginning of their ministry. It normally starts as small groups meeting in the dark corners of wherever the Exif may have settled. Upon purchasing this option, you have gained access to a small, incredibly hidden meeting place that you may choose the location of at the beginning of the jump. This meeting place will blend in perfectly with its surroundings.

Gematron A.I. - 400
The Gematron is a guidance system that comes with it's own A.I. This Gemtron is the system that was implemented on both the *Aratrum* and the *Oratio* colony ships. It is said to be a guidance system that is not bound by time or space. The reason for this is its use of Gematron calculation, which is connected to Ghidorah. The true purpose of the Gematron is to provide a link of communication to the higher being. In purchasing this option, you will acquire a self-powered Gematron System that Ghidorah doesn't have direct control over. This item can be used to communicate with beings from higher dimensions in future jumps. If you do not wish to use the Gematron in this way, then you can simply use it as a hyper advanced guidance system.

Garbetrium - 600
The Garbetrum are sacred relics of the Exif religion. This are very small glass-like orbs with a small crystal in the very center. The Garbetrium allows for the user to channel a miniscule bit of Ghidorah great power, which grants the user the power of telepathy. The telepathy it grants is very powerful, requiring a monster of possibly equal power to break. The true use of the Garbetrium is its ability to summon higher beings such as Ghidorah. However, the Garbetrium is seemingly not able to do this alone. It requires a ritual, which could include willing sacrifice such as in Ghidorah's case or it could require whatever the higher being wants. This item can be used on future higher dimensional beings that accept communication.

Bilusaludo

Look Your Part! - 100
The Bilusaludo pride themselves on their rational and disciplined culture, which manifests itself as an intensely militaristic culture in actuality. As such, even their casual clothing is spartan and militaristic. You have a wardrobe filled with Bilusaludian clothing for just about every occasion. If the clothing is damaged, a new one will appear within one weeks time.

Vulture - 200
The Bilusaludo and Humanity have had close militaristic ties since the coming of the Bilusaludo in 2036. It is the creation of the mecha known as the Vulture that is the ultimate expression of these ties. The Vulture is based around the Human designed **Powered Suit** with a few changes made to it. The Bilusaludo has been given wings allowing the suit to fly at speeds equal to a very fast modern car. The Vulture also comes with powerful missile launcher that would allow it to single handedly kill Servum.

Nanometal Cache - 400
Nanometal is the greatest creation the Bilusaludo. It was never made in overly large amounts, but there is still quite a bit of it out there due to its unique property of self-propagation. Upon taking this option, you've been given 1 ton of nanometal in a container that is resistant to being turned into that very metal.

Mechagodzilla City - 600

Mechagodzilla. The greatest weapon of United Earth that was put together using the expertise and ingenuity of the Bilusaludo people. This mighty weapon was found by Godzilla before it could become operational and was almost entirely destroyed. Almost. The head of Mechagodzilla continued on and the nanometal it was constructed with continued to spread for 20,000 years. After 20,000 years, Mechagodzilla had grown to cover a large valley from top to bottom and from side to side. It was determined that this could no longer just be called Mechagodzilla, but must instead be called Mechagodzilla City to reflect its new nature. This new form of Mechagodzilla was the ultimate expression of the Bilusaludo philosophy as people could be consumed by the metal and be added to the "perfectly rational" hivemind within the city. In purchasing this option, you gain a replica of Mechagodzilla City that appears somewhere on Earth. This city can be imported to further worlds at the end of the Jump. After the jump is finished, you may attach this city to your warehouse. *The nanometal will not try to convert your body to more nanometal if you do not wish it too.*

Hotua

Look of the Land - 100
The clothing of the Hotua represents their culture exquisitely. Their clothing is very simple, often just wearing tunics and basic pants, shorts, skirts, or tribal masks. The coloring of their clothing is overwhelmingly earthen colored. In purchasing this option, you gain a wardrobe filled with suitable clothes for life among this tribe. If the clothing is damaged, a new one will appear within one weeks time.

Natural Tools - 200
The Hotua have no use for advanced technology; in fact, it could even hinder their way of life. Their tools are primitive and yet they are effective. A large amount of their tools are based around the use of nanometal harvested from around Mechagodzilla City, but this is only in the case of tools that would need metal, such as arrowheads and the like. The Hotua are also fond of natural remedies based around the herbs found in their environment. When you purchase this option, you are granted a bow with a quiver of 30 nanometal arrows. These arrows have the potency to kill a Servum with one well placed shot. You are also given some of the healing powder of the Hotua, which has very potent healing properties that is comparable to modern medicine.

Hidden Village - 400
The Hotua have been able to live on the planet Earth due to many factors. The divine protection of Mothra no doubt helped them, but the fact that the Hotua's village is hidden deep within a volcanic cave surely helped. This caved was carved out by Mothra to give the Hotua a place to live without fear of the Godzilla based flora and fauna outside their volcanic home. You now have a replica of this village that you may hide in any remote corner of the world that you wish.

The Divine Egg - 600
The Divine Moth, Mothra, granted it's protection to the ancestors of the Hotua. Mothra gave her life to defend the last survivors of Humanity that were left on Earth. However, this was not the end of Mothra. Before she sacrificed herself, Mothra left one egg that would one day hatch into a Mothra larva. Although, at this point, it would be best to say that Mothra left two eggs. If you take this option, you gain an egg left behind by Mothra herself. This egg has been incubating for 20,000 years, which means the larva inside is no doubt very powerful. In fact, this egg is capable of telepathically communicating with those around it. It is also capable of bolstering another beings psychic powers for as long as they are in contact with it. It's power of telepathy is greater than that of Ghidorah's as it is easily capable of breaking Ghidorah's psychic visions. I could not say when or why the egg would eventually hatch, but perhaps it has something to do with magic?

Monster

The Beast's Scale - 100
At some point in your long life, a small part of you fell off. This could have been due damage you've taken, shedding, or some other process. It doesn't particularly matter how it happened, just that it did happen. This is a truly small piece of you, such as a claw, a scale, or a tooth. It retains whatever durability or sharpness it may have had when it was attached to you. As a monster, this may just be a sentimental item, but it could prove invaluable as materials for other beings out there.

A God's Domain - 200
There are some of your kind that take to certain terrain better than others. Some excel on the plains, other in the mountains, the forests, the sea, or even the sky. Each one of them has asserted their dominance over these areas and made them their domains. Upon taking this option, you will gain an area of about 500 miles in length and width of your preferred terrain. This area will be yours and will be known to be yours by all that enter it, even if that knowledge may only be a chill down their spines. You will be able to hide incredibly well within this terrain. This stealth ability could be pushed to such a point where it would seem that you disappear once things lose sight of you.

The Demon's Spawn - 400
Much like Godzilla, you have gained a version of your monster self that is only 1/6th of your size and power. Godzilla produced his own version of this being on his own, but if you have no such option available to you then it will simply appear somewhere on Earth. This being is a direct clone of yourself in both body and in mentality. It will see you as the king of its species and will not disobey your directions no matter what they may be.

A Monster Planet - 600
It is believed that monsters arise on whatever planet that has their dominant species grow too advanced or become abusive towards the planet itself. It doesn't matter if this belief is true or not because either way these monsters exist. They Grow. They Dominate. They Rule. This is the way of all worlds, including this one. Upon taking this option, you gain a planet about the size of Earth that is teeming with life; this includes primitive intelligent beings that have not begun to form civilizations as humans know them. This is a world that is just on the cusp of producing its first civilizations and as such is far away from producing its own monsters. If you allow civilization to reach that point, the planet will assuredly begin to produce monsters of its own.

Powers

(Exclusive to Monsters)

A Monster's Form - Free

Monsters are all incredibly unique in their own ways. There are very animalistic looking monsters such as Dogora, which has a form that is very similar to a squid. Yet, there are also some kaiju which seem more like amorphous blobs like Hedorah the Smog Monster. You may choose any form that you want, but this will mostly be aesthetic in nature. However, there are a few limits on your monsters general dimensions. There is a minimum height of 36 meters and an initial maximum height of 300 meters. The minimum length is 40 meters and the initial maximum length is 20 kilometers. The minimum weight is 5,000 metric tons and the initial maximum weight is 100,000 metric tons. If you have wings then the same limitations that apply to length will apply to your wingspan.

Beasts of the World - 200

There are some monsters that are based around already existing animals are all too common. These monsters often just have their immense size to rely on, but some also have enhanced attributes. It could be that their webs are stronger than normal or they could be corrosive in nature. Upon taking this option, you may purchase the abilities of one animal on Earth and you may enhance this ability in some natural way. This also comes with enough durability as to be immune to most conventional weaponry, but you will be quickly overcome through the use of more powerful weaponry, such as bunker buster bombs. The strength of this sort of monster is enough to destroy a small building at absolute maximum. *The definition of natural is somewhat loose in the case. You could be something that has a body temperature that is under freezing and as such can freeze things by touching them.*

The Unbelievable - 200
A monster can move in a multitude of different ways, which include flying, swimming, or even burrowing. The monsters that use these methods of travel are also often unbelievably fast, when using these modes of travel. In the case of monsters like Varan, Megaguirus, or Rodan, which are monsters that can fly, they can travel at a speed that far outstrips even the fastest of modern day jets. Monsters that can swim, such as Maguma, are capable of traveling at least 200 kilometers an hour while in the water. This is also the case for monsters that can burrow, such as Baragon or Gorosaurus. The durability of these monsters are immune to most conventional weaponry, but they will be easily taken down by something like a modern nuclear weapon or a concentrated assault by higher level ordinance. Their strength is enough to destroy a small building at maximum.

Beast from the Void - 300
You certainly have a very odd body. You are able to survive and fly through the vacuum of space. You are capable of flight at speeds comparable to monsters that have taken **The Unbelievable** power. On top of this speed, your body is capable of absorbing thermal energy of anything that come into contact with it, including the thermal energy of detonating weaponry. Your durability is enough to easily endure anything below the power of a nuclear bomb. You are also all but immune to damage taken by extreme heat or cold. Your strength is such that you could easily destroy something like Big Ben with a single blow. You are also capable of consuming and digesting pure carbon.

Terror of Ankara - 300
Your body now has immense power running through it. Your strength is easily capable of toppling large buildings in a single blow. Your body is durable enough to withstand the full brunt of modern conventional weaponry and can even withstand sustained railgun fire for a brief time. You are notably not immune to biological agents. However, your greatest asset is your Wave Motion Beam. This is a beam that you can fire out of your body, which can cause mass destruction to wherever you aim it. It could probably destroy an entire neighborhood in a single blast!

Ruination of Africa - 300
You are now truly a terrifying beast to behold. You are capable of flight at speeds comparable to the abilities described in **The Unbelievable.** Your strength is such that you could topple large buildings with a single blow, but there is perhaps a more interesting feature of yourself. If you so wish, you may transform a pair of your limbs into a pair of drills, which would allow you to burrow at speeds comparable to your flight speed. More than this, you are also capable of firing a yellow, lightning-like beam of energy from some part of your body. This beam could cause severe damage to an area about the size of a city block.

Polluter of Sydney - 300
Your biology lets you dominate the seas like none other before you. You are capable of flight at speeds comparable to the speeds described in **The Unbelievable.** You are also able to swim at comparable speeds to your flight speed. Your strength is not all that impressive, but you are still able to easily lift smaller battleships. Your durability is similarly not very impressive as you are able to be brought down by heavy modern ordinance. However, your most damaging ability is that you can produce beings known as Barem. The Barem are small starfish like creatures that pollute whatever they touch. This pollution is quite acidic and very infectious. Whatever they touch begins to produce red bubbles and begins to melt from the inside. You may eject these beings from your body or they may pour out of you when you take bodily damage.

Guardian of Okinawa - 300
A guardian... or perhaps not. Either way, your body seemingly doesn't have anything all that special about it. You do not have the power to fly, to swim overly well, or to burrow quickly. Your strength is certainly capable of destroying large buildings and your durability lets you endure sustained assaults from heavy modern ordinance for at least a little while. However, you do have one trick up your sleeve. Your eyes are able to take in energy that has been fired at you and reflect it back at your target!

Folly of Beijing - 400
Your body makes you one of the more odd monsters that can be found. Your body is fluid in nature as it is now made entirely of individual micro-organisms that eat pollutants. You have truly impressive strength as you are able easily knock over multiple buildings at once. Your durability is harder to pinpoint. It would be truly difficult for modern conventional weaponry to harm you, but advanced technology could most likely do the trick. However, due to the nature of your biology this damage might just be superficial. It would seem that you are able to repair your body by devouring pollutants. It also seems like you are capable of expelling these pollutants in an incredibly corrosive gas or sludge.

Mother of Monsters - 400
Frailty can be deceptive. Your body is not what anyone would call durable for a monster. You can be taken down with a single well placed shot from a railgun. Your strength is similarly unimpressive with it only being enough to topple small buildings. However, where your true physical strength lies is in your agility. Your kind is incredibly quick on their feet, which allows you to rather easily traverse metropolitan areas. You are able to jump from a stand still to the top of a moderately sized building with ease and that is to say nothing about your truly impressive ability to climb. However, this is not makes your kind one of the more dangerous monsters. The attribute that makes you truly terrifying is your fertility. You are capable of extremely rapid asexual reproduction. The offspring that you hatch will be just as you are but smaller and weaker, but they also have an incredibly rapid growth period. I would say that it takes these beings at least a year for your offspring to reach sexual maturity. The amount of offspring produced by this cannot be understated. You could easily overrun an area of about 1,000 kilometers in about a month.

Demon of the Overgrowth - 500
Your body is plant-like in nature and grows around a core that grows somewhere in your body. Your body produces many hundreds of plant like tendrils that you may control individually. The strength of just one of these tendrils is enough to lift and destroy battlecruisers. All of these tendrils spread out from your main body, which is even greater in strength than that of your tendrils. Your durability is such that you can ignore all conventional weaponry, but there is another issue with damaging you. You have extremely potent regeneration. You regenerate fully the exact moment that you are damaged and this will continue unless your core is completely destroyed, at which point you will die. On top of all this, you are capable of producing a corrosive sap that can melt even the strongest of metals. This sap could be produced from the body or it could be produced in such a way that it could be fired like a laser or a water cutter with enough speed to easily shoot down jets. It is important to note that this acid sap is still a liquid so it can seep into areas that are not completely watertight.

Hope of Eurasia - 500
It would be incorrect to say that you are even biological anymore. Somehow, parts of your body have been infused with nanometal. It is almost like you were created to be the ultimate weapon! However, there are still some remnants from your biology still around. Your biological limbs were seemingly scythe like in nature because your body has been outfitted with two nanometal scythes, which also have a preferred secondary form of dual chainsaws. Those limbs also have powerful nanometal missile launchers. Your enhanced mind tells you that these are called *Hooking Anchors*, which have often been mistranslated as *Fucking Ancers*. Your eyes have been replaced by a nanometal visor. Your abdomen has been enhanced with a vibrating blade launcher. Your nature as a being enhanced with nanometal also grants you a truly impressive healing factor, which allows you to return to action mere weeks after being horrifically maimed. This nanometal will not absorb your body if you do not wish it too. If you do want to become a being of full nanometal then you will retain your individuality. This nanometal is also entirely out of the control of the Bilusaludo.

Horror of the States - 600
Much like the monster Hedorah, your body is comprised of microorganisms. These microorganisms are somehow connected to the legendary Oxygen Destroyer created by Dr. Serizawa. Your biology is as odd as it is malleable. The microorganisms that comprise your body are able to form together as to create a larger and more powerful form. Just as these organisms are able to form together, so to can they come apart into smaller parts. The aggregate forms seem to be able to emit micro-oxygen, which is an incredibly potent compound that is able to dissolve almost anything that it touches. The only exception to this would be particularly durable monsters. Your strength and durability are hard to pin down as they are in constant flux as you change forms. However, you will no doubt grow to be incredibly powerful as the microorganisms that form your body seem to propagate quickly when micro-oxygen levels are high.

The Planet Eater - 800

It would be incorrect to say that you even truly have a body as you are now. You are a being that is comprised entirely of energy. Your nature as a being made entirely of energy allows you to traverse different dimensions, meaning you can do such things as appearing as a shadow on the ground and still being able to interact with the physical world. Oddly, you cannot fully manifest into the material world unless you are summoned to it, which allows you to open portals into the dimension of the summoner. The ritual that summons you can be whatever you wish it to be, but know that it must involve some form of sacrifice. Your inability to fully manifest into lower dimensions does not mean you are entirely incapable of this feat. You may enter a lower dimension in a much reduced and restricted form. Your higher dimensional nature grants you control over something known as Super Gravity. In using this Super Gravity, you are able manipulate gravity to an incredible degree and it lets you absorb things up to the size of planets. Your nature also grants you significant control over space-time, which also grants you the ability to drain out energy from things. You are also able to manipulate electricity. You also have intensely powerful telepathy, which is able to communicate to lower dimensions. It should be known that your abilities that rely on your higher dimensional nature are locked when in lower dimensions. This lock is undone if your summoners have a method of anchoring you in both dimensions. In your higher dimensional form, strength is meaningless to you and things from lower dimensions cannot even touch you. However, if you are in your restricted form, then you would be still be able to endure a truly large amount of punishment from powerful monsters and you would no doubt overpower them, but you would not be able to stand up to the might of Godzilla or Mothra. It is important to note that you may not be capable of being physically destroyed, but you can be banished back to your own dimension if your portals have been destroyed.

Avatar of Destruction - 800

As you are now, you could be seen as the ultimate expression of the destructive forces of nature. A large portion of your power comes from your ability to generate incredibly powerful electromagnetic fields. These fields are generated by each and every individual cell in your body and they are then amplified greatly as the electromagnetic energy courses through you. The first major way that this energy is utilized in your body is the creation of a permanent, constant field of electromagnetic energy that surrounds your body, which is also known as the Asymmetrically Permeable Shield. This shield is a seemingly impenetrable force field that will not let anything come close to your without you letting it through, but it can easily let things out of the shield. This shield is durable enough to endure the wrath of over 150 nuclear warheads at one point. It also can endure a series of attacks very well. It was able to easily endure the combined assault of over 2,000 nuclear warheads, the collapse of an entire mountain range falling on it, and then being trapped under a continental plate for multiple years. This leads to the second application of your electromagnetic fields. In using these fields, you are able to fire an incredibly powerful particle beam, which is known as atomic breath despite it actually being fired from your shield. This particle beam has obscene power. In a being that should be roughly 1/6th of the power of this option, it was capable of destroying the entire city of Los Angeles in one blast, melting through the Himalayan mountain range, and —after charging it for about 5 years— it was capable of completely obliterating a meteor —that was still in space— that had a mass of about the size of the Moon. These particle beams can be fired in a multitude of different ways from a continuous laser to a wide form projectile. They can also seemingly be fired out of any part of your body. The electromagnetic energy also greatly strengthens the other parts of your body to the point that you may be able to roar and create a resonance effect that is able to casually destroy mountains at a minimum. You are also able to convert excess electromagnetic energy into thermal energy, which makes you heat up to about 1000 degrees celsius. You may be able to due this with other internal energies as well. Your body also produces a togglable aura of lethal radiation. Even without your incredible abilities, your power would be immense. Your strength is such that you could break the hold of monsters that are easily capable of lifting over 100,000 metric tons and you are durable enough without your shield to withstand a truly titanic amount of punishment. Your durability is also augmented somewhat by your ludicrous healing factor, which near instantly heals whatever damage that you may have taken.

Divine Protectors of Earth - 800

If the option above could be considered a manifestation of nature's unending destruction, then this option would be nature's kindness and protection. Your body is covered in golden scales, which have a number of interesting properties. They have immense healing abilities that are able to cure even the deepest wounds. They have some property that interferes with and repels corruptive influences, such as Godzilla's cells and nanometal. They are also capable of reflecting any enemy attacks back at the attacker with no loss of strength. These scales also interfere with Godzilla's shield. You are also capable of firing incredibly potent silk from your body that is incredibly heat resistant. This silk is incredibly sticky and can easily hold down even powerful monsters, but don't expect it to last too long against monsters such as Godzilla or Ghidorah. You also have incredibly potent telepathy, which is able to completely overpower even the telepathy of Ghidorah, who is able to reach through dimensional barriers with his own telepathic ability. Your powers also include two separate forms, which are a larva form and your metamorphosed form known as the Imago form. The form that you start in is the Larva form. This form is notably weaker than the powers of the Imago, but are nonetheless impressive. This larval form is noticeably weaker than monsters such as Godzilla or Ghidorah, but it could easily contend with lesser monsters. At any point, you may find a safe place to cocoon yourself so that you may transition into your Imago form. The Imago form is noticeably more powerful as it is able to equally contend with Godzilla. Your cocooning does not interfere with your ability to telepathically communicate with the outside world. Once you've emerged into your Imago form you gain the ability of flight at speeds comparable to the speed outlined in **The Unbelievable.** You also are able of asexual reproduction. Little is known about your method of reproduction or how many offspring you are able to produce. What is known is that you are able to produce at least two eggs and these eggs can incubate for seemingly however long they wish to do so with a minimum incubation period being about six months. The offspring inside also seem capable of reproduction at the same rate as you. However, this is not the extent of the abilities offered to you. If you pay an extra **400 CP** then you may choose to have the abilities of your counterpart. If the abilities described before were representative of kindness, then your counterpart is certainly the protective aspect. In general, you abilities are identical to that of the previous aspect with a few notable differences. Your telepathy seems to be a slight bit weaker, but you as a whole are far stronger. You could severely wound Godzilla even if you were in your larval form; although, he would most likely come out on top at the end of the fight. This is to say nothing of your Imago form, which —in a weaker form— was supposed to be able to destroy a meteor with the same mass of the moon. However,

no matter which aspect you choose to be, the other will come into existence as a companion for you to bring on your chain.

Companions

(CP transfer 1:1)

Import - 50+
I won't lie to you. The world is entirely miserable at almost every point, but that does not mean that you have to be alone. At the price of 50 per companion, you may import one companion or create a new OC companion. Either way you choose to have your companions, they will receive 800 CP to spend.

Canon - 100
Maybe you've made a friend? One that you perhaps want to save from this miserable world? This is the option available to you in this purchase. If you can convince a person to come with you, then you may take them as a companion on your chain.

Canon (Monster) - 300
As doubtful as it is, maybe you've befriended a monster. If this is the case then this is the option to take them with you. The monsters all come with **Hidden Enemy** and **Taste of Blood**. If you wish to take Godzilla or Ghidorah then the cost is increased to 600 CP and they come with the entire **Monster** perkline. This is also the case for Mothra or Battra, but if you are already taking one with you then the other is discounted.

Drawbacks

(Drawback Limit: 1000)

At the Brink - 000
As opposed to your normal start date, you will begin your stay in this world one week before the first monster attack in 1999. In one weeks time, Kamacuras will attack Manhattan and lay waste to the city. This will be the beginning of the end for human civilization if nothing is done. With this option, you may choose to stay only 10 years, until 2048, or until the original end date of the Jump

Dropped the Frames - 100
Things seem oddly... choppy? Movement in your eyes looks very stilted and stiff. This may not seem like much of an inconvenience, but it'll no doubt drive your affect your sense of movement.

A Heart of Rebellion - 100
No matter the situation, you put your whole heart into what your doing. This not a good thing. It has made you bullheaded and neglectful of authority, even when said authority might actually have the best interest of the people at heart. Your mind is near impossible to change and not in a good way.

Mission: Exposition - 100
People really do just love to hear themselves talk, don't they? This wouldn't be much of an issue if things were actually being done while people talked, but this is not the case. In the case of people having a full conversation, people seem oddly incapable of multitasking. This means that a deep conversation must be finished before you are able to do anything else.

Mustache Twirling - 200
Just how gullible are you? There are people who may as well be telling you that they are evil, but you just can't seem to figure it out. That is to say that you are incredibly gullible to the point of incredulity.

How Much Can One Man Hate? - 200
Your ability to hold a grudge is legendary. In fact, one might say that it completely overrides all logical thoughts in your body. Upon taking this drawback, you will choose an object of your hatred. When you come into contact with this thing, you will struggle greatly just to maintain some semblance of rationality.

It's Incomprehensible! - 200
You are an incredibly easy person to surprise. This is not to say that you are gullible, but you do not take to new information very well. Upon intake of new and stunning information, it takes you a significant portion of time to truly process this information. In fact, if the information is surprising enough it may leave you entirely stunned for quite sometimes.

They Come Back - 300
It seems to be that nature of monsters that they are incredibly slippery creatures. They are often thought to be destroyed only to appear at a later date to cause greater havoc. A lot of times this is due to general desperation to believe that the threats to the world are decreasing, but this is no longer the case. Now, unless you make completely sure that you have completely exterminated a threat, that threat will return without fail.

Eyes of God - 300
Oh my... that's not good. It could be said that you are under the eyes of God now, Jumper. You've become a target for Godzilla, Ghidorah, and Mothra/Battra. Luckily, Mothra and Battra can be dissuaded if you show genuinely good intentions, but you will not be so lucky with Godzilla or Ghidorah.

A World of Metal - 300
In some freak accident, the A.I. of Mechagodzilla remained mostly intact, but was altered greatly. It's new directive was the extermination of all things that could be said to be alive. The Mechagodzilla City still formed around the head of Mechagodzilla, but due to its changed A.I. core it fully took on the form of Godzilla instead. This new Mechagodzilla battles for dominance with Godzilla Earth and his minions in a horrific war for the planet Earth.

The Butcher - 600
Things only ever seem to get worse. Every step you take towards a brighter future seems to be dragged down into the muck. Every piece of happiness is stripped away and all hope is quickly extinguished. In this world, misery seems to be written into reality itself. I hope you can endure the pain, Jumper.

Notes

If you have any questions, then ask Goji-anon.

Monster Powers Inspirations:

Beasts of the World - Based around “landlocked” animal type monsters such as Kamacuras and Kumonga

The Unbelievable - Based around animal type and few non-animal type kaiju that have unique movement options.

Beast from the Void - Dogora

Terror of Ankara - Orga

Ruination of Africa - Megalon

Polluter of Sydney - Dagahra

Guardian of Okinawa - King Caesar

Folly of Beijing - Hedorah

Mother of Monsters - Zilla

Demon of the Overgrowth - Biollante

Hope of Eurasia - Gigan

Horror from the States - Destroyah

The Planet Eater - Ghidorah

Avatar of Destruction - Godzilla

Divine Protectors of Earth - Mothra/Battra