

東宝

謎のキラアク星人出現！宇宙をゆるがす11大怪獣の大激闘！

《カラー作品》

ムーンライトSV-3号

怪獣総進撃



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Introduction

The year is 1955, only a year after the devastating attack on Tokyo by the monstrous Godzilla. Japan has all but returned to normal, despite the damage caused by the monster. The country moved forward with Godzilla becoming nothing but a memory. Until pilots Shoichi Tsukioka and Kojikawa Kobayashi discover a new Godzilla on Iwato Island, just off of the coast, near Osaka. This sighting of this new Godzilla would begin a new era for the world at large, as Godzilla was not the only new monster found. Over the course of a twenty year period the world would be rocked by the visitations of numerous advanced alien species, new destructive monsters, and by humanity's own rapid advancement. You begin your 10 year stay a scant week before Kojikawa and Shoichi discover the new Godzilla.



Location

(Roll 1d8)

Osaka, Japan(1)

Osaka is a major port city within the Kansai region of Japan. The city has a large and bustling dock in which many shipping and fishing companies call home. This is also where the new Godzilla is to make his first attack upon Japan alongside the monstrous Angirus.

Nagoya, Japan(2)

Nagoya is Japan's fourth largest city and one of Japan's most important ports. Home to countless enterprising businessmen, Nagoya is a major economic center in Japan. If major events aren't altered, then the city will be the site of a titanic battle between the monsters Mothra and Godzilla in 1964.

Mount Fuji, Japan(3)

A mountain located in the Chibu region, which is north of Tokyo. This mountain is an important geographical fixture to the Japanese people and will be the site of numerous battles between the ever increasing numbers of monsters.

Infant Island(4)

An island at an unknown location in the Pacific Ocean. It is the home to the fairies known as the Shobijin and to the divine moth known as Mothra. Infant Island is sadly mostly barren of life due to countless nuclear tests being performed on the island. The only area that is still habitable is a small area that Mothra and the Shobijin call home.

Farou Island(5)

A large island about 100 kilometers south of Bogenville Isle, Solomon Islands. It is an island devoid of modern civilization, but it is populated by a sizable tribal population. These tribal peoples are very insular and do not take to outsiders very well. They live on this island with various giant animals, one of which they worship as their god. That god would be King Kong.

Solgell Island(6)

A tropical island somewhere in the Pacific Ocean. This island has no human population living on it and for good reason. The island is inhabited by mutated giant praying mantises known as Kamacuras, as well as a massive spider known as Kumonga.

Planet X(7)

Planet X is a planet that is placed just beyond the orbit of Jupiter. The planet looks barren and desolate, but it is actually the home planet of the alien race known as the Xillians or the X Aliens. This planet will eventually be the site of a climactic battle between Rodan, Godzilla, and King Ghidorah.

Free Choice(8)

You may appear at any point in the Milky Way Galaxy. If you choose to be an Alien you may choose your race's home planet for free or if your race does not have a home planet then you may choose to go wherever the majority of your race's population lives.



Race

Human

You are the Earthborn race known as humans. Humans are not the strongest of creatures or the most advanced of civilizations, but they do have a few things going for them. With taking this option, you will be just the average man or woman.

Alien

You are a species that is not from Earth and as such this denotes you the title of alien. However, there are many different types of aliens that exist. You may choose one species of alien from this list:

Xillien

Xilliens are a race of aliens that come from Planet X, which resides somewhere near Jupiter. These aliens look identical to humans except for their incredibly pale skin. They are ruled by a leader known as the Controller.

Black Hole Planet 3 Alien/Simians/Simeons

These aliens hail from far out in space on a planet that was formed near a black hole. This alien species looks remarkably like apes from Earth, but with the gait of a human.

M Space Hunter Nebula Aliens/Nebulans

This species' home planet resides within the M Space Hunter Nebula. They are a species of hyper-intelligent giant cockroaches that became the dominant life on their homeworld.

Seatopians

Seatopians are from deep within the Earth and are old enough to be considered Earth's first civilization. They are a race of people that are exactly like humans in appearance and are ruled by Emperor Antonio.

Kilaaks

Kilaaks come from a world that goes by the name of Kilaak, which is not within the inner Solar System. They are ruled by a leader only known as the Kilaak Queen. This race is a race of intelligent metallic worms that are small in length.

Monster - 200

A being that is most assuredly above the rest in terms of power. In taking this option you've become a beast, a creature, an abomination, a guardian, a savior, a hero. No matter what you choose to become, you are now a being of great power and stature. You could be from Earth or you could have been born somewhere else out in the cosmos.

Racial Perks

Human

A Willful People - 100

Humans are an extremely headstrong people. They may run away from threats en masse at times, but they will always return. A human's will is very hard to truly ever break and when it is broken they tend to recover quickly.

Shifting Paradigm - 200

The world that humans have known is changing. Monsters are waking up and new, often hostile, races are appearing at an alarming rate. Luckily, humans are an adaptable bunch, capable of looking at these new challenges and changing their mindset with little issue if that is what is required to defeat these new threats.

Hidden Agendas - 400

Humans are now just a small piece in a much larger machine. New species, both hostile and friendly, seem to appear with alarming frequency. No matter their temperament, these new species all have their own hidden plans involving the humans of Earth, but humans do not take kindly to such things. Upon taking this option, you are far more likely to discover any hidden plan, scheme, or machination that targets your race.

Playing Catch Up - 600

In terms of technology, humans are certainly on the backfoot. While the people of Earth have made great strides in their technology; they wouldn't be able to compete with the space traveling alien civilizations that are now aware of their planet without their greatest ability. Humanity has an amazing talent for reactive scientific breakthroughs. If they determine that a monster has a weakness for electricity, humans are able to rapidly create directed electric weapons. If aliens bring mind control technology then humans are able to reverse engineer something to break the mind control. It is in the nature of humans to endure and then react; their science reflects this well.

Alien

The Perfect Disguise - 100

Depending on what species you are, you may look incredibly odd and have a difficult time blending in with other populations. This can be an issue no matter your intentions for the population that you intend to blend in with. This problem is easily remedied by technology that all manner of aliens have become adept with over the years.

Technology based around disguise, whether it be flesh suits or holograms, are old hats to the species from the stars.

Covert Machinations - 200

Being a highly advanced species comes with more than just technological might. It also comes with highly advanced espionage. To lie, scheme, and plan is second nature to such a species. Benevolence and pleas for help are seen as genuine unless there is significant evidence for your claims.

Implausible Alliances - 400

The races of aliens are oddly connected. People who should not be able to communicate with one another, can understand each other with little difficulty. More often than not their goals align and new improbable alliances form based upon a shared interest. As long as they work toward the same goal, multiple different species could get along swimmingly, to the point of clearly understanding the language of the other as if it were their own.

Species Specialization - 600

Every alien species has a certain field of technology in which they excel. In taking this option you will become an expert, as would be determined by your species, in this field of technology. You may purchase this more than once, but only the first purchase is discounted. The specializations are:

Xilien

The Xilien species is incredibly adept at long range transport as well as the capture of large creatures. They are able to use their flying saucers to capture and teleport creatures the size of Godzilla. They also have some limited mind control technology that is relatively weak in power. Finally, they are capable of the creation of A.I.

Black Hole Planet 3 Alien/Simians/Simeons

The Simians are extremely proficient in robotics, space travel, and weaponry. The Simians are able to create ships that are able to reach Earth in 1000 hours despite coming from far out of the Solar System, as their planet is near a black hole.

Their command of robotics and weaponry is so great they were able to create the mechanical marvel that is Mechagodzilla, who would be one of Godzilla's greatest challenges.

M Space Hunter Nebula Aliens/Nebulans

Nebulans are masters of cybernetics and are quite capable in the science of space travel. Nebulans are able to seamlessly meld flesh and machine to create amazing feats of cybernetic science, such as the creature Gigan. More than that, Nebulans are able to create spacecraft with the speed necessary to take them from a far off nebula to the planet Earth very quickly.

Seatopians

The Seetopians are exquisite craftsmen capable of masterful architectural feats. They have been able to create fully functioning cities under the crust of the Earth and in the deepest pits of the ocean. More than their amazing architectural ability, their technology is greater than humanities in such a way that current human civilization can only be described as primitive.

Kilaaks

Kilaaks are the undisputed masters of mind control technology as well as being quite good at space travel. The Kilaaks are capable of mind controlling dozens of monsters from a great distance away, such as the distance from the Moon to Earth. The only way that this mind control can be broken is through destroying the devices creating the mind controlling waves. The world of Kilaak is hidden somewhere within the asteroid belt, but they are able to reach Earth quite easily with their flying saucers.



Monster

End of an Era - 100

The old ways are dying, making way for new changes. These changes seem to be coming quicker in frequency than ever before. The monsters, from Earth or otherwise, seem to have a sense for these great changes, a sort of buzzing in their head that tells them that great change is about to occur. Furthermore, they have a general sense of where these events are occurring.

Something You Don't See Everyday - 200

Monsters are physics denying by their very nature, but some things are just ludicrous. These creatures all seem to be capable of using their powers in very... unique ways that give them completely new abilities based around their old ones. For example, if a monster had a large amount of power associated with their breath; they would be able to point their heads down and begin to fly for as long as they could use their breath.

Electrical Charge - 400

As odd as it may seem, electricity and monsters have a very strange relationship. Despite what one may expect, some monsters are greatly empowered by electrical charges, as they are somehow able to absorb the energy of the electricity. It empowers their strength, their durability, and sometimes even allows them to access new abilities like channeling electricity through their bodies to allow their attacks to gain an electric element to them. It also has the ability to revive them if a sufficient amount is used on the incapacitated creature.

Adaptional Empowerment - 600

Monsters are still living creatures and as such have weaknesses. This weakness could be electricity, ice, fire, or some *other* strange material, but the greatest of these titans also have a strange trait associated with them. Their weaknesses hold less and less power over them as they are defeated by them. If a monster is not permanently killed by it's weakness, then it has the potential to come back with that weakness being much less effective against them than before.

Origin

Layman

Societies of all types require the layman. The common worker that can be found in every manner of job. From reporter to fish spotter to office worker, they are the cogs that keep the machine working. In taking this origin, you will be in a low level position in a profession of your choice.

CEO

The cutthroat world of business and commerce is the eternal domain of the CEO. The corporate world has inroads to every sector of life. With this origin, you've become the head of a burgeoning business on the cusp of success.

Native

In most societies, civilization can be said to have progressed. However, there are a few peoples scattered around the world that still follow the old ways. These small tribal populations are often hidden in tucked away corners of the world, where they are not bothered by those who call themselves "civilized". Upon taking this origin, you will find yourself a member of one such community.

Genius

Every species has its standouts, some are stronger than others and some are faster. Others though, are far, far smarter. Advancements are often made through iterative improvements upon previous knowledge, but sometimes there is a complete savant who drives the knowledge of a species years into the future. You find yourself among this rare group.

Military

The armed forces are the first and last line of defense against hostiles and as such can be found in every civilization, from the tribe to the space faring empire. In this time of great change the role of the military is more important than ever, whether that means being a bulwark against terrible monsters or thrusting back terrible invaders.

Hero

In a world filled with confusion and strife, there are still shining beacons of hope. Some are called champions and others are called guardians, but no matter what they're called, they are there to help the innocent. Maybe it was your selfless heart that led you down this path; no matter your reason, you can now be called a hero.

Villain

Domination, senseless slaughter, violent sadism. A true monster that desires nothing, but to destroy and to cause misery. The universe is filled with such creatures, who crave dominion over all life. You can consider yourself a part of this... illustrious group.



Perks

Layman

The Everyman - 100

Work, sleep. Work, sleep. There is an incredibly monotonous nature to blue collar work, but you rather enjoy it. A worker must have some ability to schedule and to tolerate continuous, repetitive, and menial tasks. Being good at one's job normally helps as well. You find yourself being rather adept at all these skills

Get the Girl - 200

There is a certain charm to someone who is dedicated to their work. People of your preferred gender, who seem to have an uncanny chemistry with you, meet with odd coincidences that lead them to you.

Duty of the Common Man - 400

It is the duty of the common man to attempt to aid his fellow man, but this is not always possible. Bureaucracy, stubbornness, gaps in authority, and simple foolhardiness prevent a good man from doing his duty. This is no longer an issue for you. As long as you can provide some evidence of knowledge on a subject, figures of higher authority are far, far more likely to listen to your suggestions and act upon them.

Wrench in the Works - 600

The common man keeps the cogs turning; and so, they can just as easily break the machine. Plans and schemes are happening all around, playing with the lives of those who have lower stature. No longer. You have a preternatural sense on how to destroy or subvert malicious plans or schemes even if you aren't directly involved with them.

CEO

Slime Ball - 100

The world of business is cutthroat, brutal, and filled with decisions of questionable morality. It is not a world that everyone can succeed in or even cope with; the stress often becomes too much. This will no longer be an issue for you. You find yourself being able to make these cutthroat moves and hard decisions without them weighing on your conscience.

Modern Aristocracy - 200

The world's civilizations may no longer be ruled by kings and queens, but that doesn't mean that the aristocracy has fallen away. Power is as it always has been, concentrated around money. Your ability to manage finances is second to none, but more than that if you find yourself among the upper crust of society you will naturally garner the respect of the lower classes for as long as you do not abuse them.

Noblesse Oblige - 400

A company is nothing without it's workers, despite what some of your contemporaries might say. A company without workers cannot run and a company with discontented workers is far less productive. You've internalized this lesson and your company is all the better for it. For as long as you do not abuse your workers they will be incredibly loyal to both you personally and to your company.

Corporate Benefits - 600

The law is the great equalizer in society... in theory. In practice, the rich and the upper class often get off very easily in comparison to the others. You are no different in this respect. People judge you less for your morally questionable decisions and the law seems to bend around you as long as your crimes are not too heinous.



Native

Hidden Society - 100

From what little contact actually reaches the “primitive” peoples of the world; they know that avoiding outsiders is an appropriate tactic. The metal abominations that fly overhead and cross the unknown seas, must not be allowed to spot you or your people. In living such a life of stealth, you have become very adept at keeping not only yourself hidden, but at keeping places the size of a small village completely hidden.

Defense of the Tribe - 200

Hiding away will not keep the tribes safe for overly long. Technology marches forward at a breakneck pace, more than just that the lands that are hidden from modern eyes are often incredibly dangerous. You’re martially trained with spears, swords, and a bow and arrow. Most importantly you are quite capable at keeping your tribesmen out of harm's way, able to quickly determine weaknesses in monster and man alike.

Tribal Cult - 400

Monsters roam free across the world, and yet, the tribal people of the world are not worried about these creatures. This is nature in its purest form, completely uninhibited by man. As part of the world's earliest peoples, your kind understands this and gives these beings their due. You may begin a cult religion around such creatures. Forming this cult has a few different effects depending on how many creatures your religion focuses on. If you are entirely focused around one monster, then that creature will become a sort of patron deity that defends your people from harm, but that is not to say it is benevolent. If you focus on multiple different creatures then they will simply leave you and yours alone, not causing harm, but not helping either. The effect will weaken the more monsters you worship.

Shobijin - 600

There are more than humans, monsters, and gods in this world. There also exist fairies. The Shobijin are small fairy-like twins that are associated with the divine moth, Mothra. Normally, there should only be two of these in existence and they should only be acting as Mothra’s caretaker; however, in taking this option, you have become a new Shobijin. You act as a spiritual leader and guide for your tribe, able to communicate with monsters and form a connection with them. This also grants the ability to teleport short distances as well as use telepathy that easily has a range of over a hundred kilometers. You may shift your height between your regular height and 30 cm tall.

Genius

Doctoral Studies - 100

Science is not a monolithic discipline; there are many subdisciplines there within. Biology, radiology, meteorology etc... There are many subdisciplines of science to choose from and no matter what you choose you are an undisputed master of one of them. *You may take this more than once, but any after the first will not apply the discount.*

Dangers of Research - 200

In the pursuit of knowledge, a scientist may find themselves in incredibly hostile environments. Barren islands, volcanic zones and monster-infested lands are all potential areas that they might find themselves in. You are incredibly adept at surviving in such situations, capable of scavenging materials incredibly well, as well as being knowledgeable in how to create shelters that will protect you from extreme exposure.

Esoteric Engineering- 400

The dreams of scientists are the nightmares of engineers. The imagination can invent many different amazing technological possibilities, but such possibilities can never come to pass if there is not an engineer capable of bringing the imagination into reality. You will never find yourself in this immensely frustrating issue. You find yourself being fully capable of engineering whatever technology that you have the knowledge to invent, so long as you have the proper materials to do so.

Technology for a New Age - 600

Time marches on and leaves both man and alien behind, but the mind of a truly legendary intellect is already far ahead. Fields of knowledge could be advanced by centuries with even one such person. Strange and exciting new pathways have opened up for you. Depending on your scientific field, you could find yourself able to create machines that could control the weather, powerful laser or plasma weaponry, shrink/growth technology, A.I., advanced cybernetics, even the creation of robotic monsters that equal Godzilla in size. It's all at your fingertips now.

Military

Do Your Duty - 100

Fear is a natural response when living in a world filled with monsters. However, it is a soldier's duty to defend his nation and the people within it to the death. Fear is nothing but a hindrance in such a situation. In taking this you are still very capable of feeling fear, the soul chilling terror that one gets when staring down a horrific creature, but you are far more able to push through this feeling and do your duty. This also applies to those who serve under you, if you ever find yourself leading any troops.

Combined Arms Assault - 200

Logistics and coordination are two of an army's greatest issues when on the field. Ensuring all the cogs in the machine are turning with each other is key in both forming strategy and in fighting on the frontlines. You have a preternatural sense for both of these two things, when it pertains to the military. On the battlefield, you would be perfectly capable of traversing the typically confusing mess that is total war. In the general's tent, you would be able to have all branches of a military working together like clockwork.

The Dark Horse - 400

Humanity is without a doubt the underdog, when faced with aliens and monsters. They are constantly on the defensive and that is not solely based on their lack of desire to take aggressive action. Upon facing overwhelming firepower, they get clever. Their ability to fortify a position in obscenely short amounts of time is second to none, this on top of being masters of trapping has kept them afloat. You are now a master of these abilities as well.

Higher Voltage - 600

A new era has come and everyone must move forward with it. The military is no exception. The military R&D department isn't like the rogue one of a kind geniuses that crop up very, very rarely. In order to compensate for this, the military must advance in other ways. As such, they have become masters of iterative improvements upon already existing technologies. These improvements can be truly grand in scale. As an example, you could take a set of high-voltage electric towers that can only deliver that 1 million volt charge through contact with the wires and, within one year, you could improve the yield to 30 million volts and have the electricity fire out of the tower in a semi-accurate manner.

Hero

Improbable Communication - 100

There are countless different languages from Humanity, not to mention the different alien species and even monsters, oddly enough. All of them communicate in certain ways specific to their species and cultures, some factors should even render learning such languages impossible. However, this is not an issue for you, as you now find yourself one of a rare few: a polyglot. A person capable of understanding any form of speech, including speech from monsters. More than this ability, you receive a slight bonus to your effectiveness when working in a team. *The monsters speaking with text bubbles is optional, but a valid option nonetheless.*

Tough Love - 200

Children are fragile, no matter the species, but they still require a firm hand. As the next generation you must be firm with them, to help them grow and prosper. You understand this better than most. You have a deep knowledge of parenting and how to teach your children, more than this your children will not grow to resent you for being a firm disciplinarian, understanding that you've tried to give them the best that you could. When teaching your children education and growth comes much faster than if someone else were doing it.

Dynamic Entry! - 400

Heroes always arrive just in the nick of time. Their appearance on the field should be bombastic, bring hope, and may even be just a bit silly. In taking this option, you've gained a sort of sixth sense for people in danger within 500 kilometers; on top of this, your appearance in those dangerous places blasts away despair and cynicism, filling the hearts of people with hope.

Champion of the People - 600

There are some creatures that are recognized as protectors of all that are good and innocent throughout the lands. These beings are normally worshiped as gods by the more traditional peoples and even if they are not worshiped, they are respected by all that know of them. More often than not, these creatures also have a ritual associated with summoning them for their help, even from great distances. This could be some sort of ritualistic dance or a song. You may or may not be such a creature but all of these things apply to you nonetheless.

Villain

Malicious Infiltrator - 100

Espionage is a terrifying weapon in the hands of an evil creature. Fooling those around them into distrusting their heroes. The simplest way to do this is a wonderful disguise. This is an art that you happen to be an expert in. Your disguises will not be flawless, yet you are certainly a standout in your craft.

King of Terror - 200

Fear. A true villain revels in the fear that they cause amongst the people, which is good because a good villain is adept at spreading a soul chilling terror. You are adept at spreading this fear through the people. It is in your appearance, your voice, your creations, it is in every action you perform. *You may be selective in who this affects.*

Appetite for Destruction - 400

There are times when fear and espionage are not enough to defeat the enemy. Sometimes the only path to take is the path of destruction, after all, an enemy is sure to surrender after a few cities of theirs have been leveled. Every attack that you fire holds much greater destructive power. Your attacks are not any more powerful than they were before, but once you have fired your attacks the outcome will be far more damaging to a wider area than they perhaps should be. *You may toggle this extra AOE on your attacks on and off.*

Bite of the Demon - 600

The heroes have come to stop the terrible rampage of the villain, but when cornered a villain is at their most dangerous. Their strikes hit harder and their struggle becomes more desperate. When facing a large number of enemies of near equal power, you will find yourself hitting your enemies harder, your senses becoming more acute, and your skills sharpening. This will not make you unstoppable when fighting large groups of enemies, but it might just give enough of an edge to survive the bout.

Items

Layman

Look the Part - 100

All manner of work has its own dress code. A person may have to dress formally for some jobs, wear a uniform in others, or perhaps even wear some type of protective gear to complete their day. In consideration of such factors, you have been provided with a wardrobe filled with formal wear and uniforms appropriate to your profession.

Tools of the Trade - 200

Every profession has it's preferred tools, much the same way that they have their preferred outfits. Upon taking this option, you have access to whatever tool your trade may require, whether it be a typewriter, camera, or wrench.

Personal Transit - 400

Public transit is a perfectly respectable way to get around in a bustling city, but there is a certain respectability that comes with owning a personal car or bike. Upon taking this option, you will have access to some form of car, truck, van, or scooter that existed between 1955 and 1975. This vehicle will not need to be refilled with gas and will require no maintenance from damage caused by natural wear and tear.

Comfortable Home - 600

A place to call home is something that every man yearns for and some are even lucky enough to get it. A house that is perfectly befitting of the middle class worker is now available to you. This three story house(basement, middle floor, upstairs) is fully furnished and is well out of the way of any suburb or downtown area. It has its own generator that can provide enough power for everything currently within the home making the house completely off of the regular electrical grid.



CEO

Start-Up Capital - 100

As much as one might want it to, a business cannot begin from nothing. True to the nature of a functioning market economy you need money in order to make money. In the service of your newly acquired ambitions, you have been given 1 million USD with all of the value that it had in 1955. Adjusted for inflation that would be around 40 or so million dollars.

Aerial Transport - 200

A mark of the wealthy is a truly unique form of transport. The newest form of transport that's grown ever so popular with the uppercrust is that of aerial travel. Upon purchase of this item you will be allotted a private jet or helicopter of your choice as long as that jet or helicopter existed between 1955 and 1975.

Monsterland! - 400

In a long standing tradition, you have decided that a theme park is the proper way for your business to grow and prosper. You have been given a theme park with whatever you think that entails. However, there is a twist on this park. It is themed around a monster. All of the attractions in the park are based around a monster or monsters, including an enclosure that is suspiciously monster sized.

International Conglomerate - 600

You are not the owner of some mere rural shop. No, you are the proud owner of a multinational corporation. This corporation can be focused around anything you want, from R&D to fishing. Your new business also holds at least 10 subsidiary companies that also can be focused around anything you can imagine.

Native

Part of the Tribe - 100

Life in these small, rural tribes can be difficult. They are without many of the modern amenities that the populations around them take for granted; yet for all the differences between your tribe and the modern world, there is at least one commonality. You both wear clothes. I hesitate to say that you have a wardrobe, but you do have a full set of clothes that fit your tribal home.

Home of the Tribe - 200

A tribe is it's people, not it's village... but a village is certainly helpful. Upon taking this option you acquire a small rural village that exists on the outskirts of the developed world. It comes with all a village would need to house 100 people at most.

Ancestral Lands - 400

A tribal people have deep connections with the land in which they live. Their primitive lifestyle has brought them closer to their ancestral home. Upon taking this option, you gain access to an island that is about 5 kilometers in size. This island is entirely undeveloped unless you've taken the ***Home of the Tribe*** option. If you've taken ***Home of the Tribe*** you may put your village on the island.

Food of Giants - 600

Your home has produced an odd type of plant, which has an even odder effect on non-humans who eat it. Any non-human species that subsists off of this plant will slowly begin to grow in stature. The growth seems to stop around 45 meters, but this is not a hard and fast rule. Depending on the initial size of the animal it will take them longer to grow to full size. It could very well take 3 or 4 generations for a small animal to come close to reaching full size. This option provides you with 5 of these plants. If you've taken ***Ancestral Lands***, you can have these plants naturally grow on your island.



Genius

The Lab Coat - 100

A scientist's mark of authority: the lab coat. However, this isn't just any lab coat. Once this is put on it will instantly mark you as an expert scientist. It also is stain proof, tear proof, and will never lose it's stark white sheen.

P-1 - 200

What self-respecting scientist doesn't have a spaceship that's able to go past Jupiter from Earth in just a couple of days? You can count yourself among the self-respecting scientists now because you have the P-1. A marvel of modern human engineering; it looks like a typical rocketship, but it is far more powerful than those little things.

Moon Base - 400

The Moon just seems to be a hotbed of activity nowadays. You've claimed yourself a piece of that delicious moon pie. This is in the form of a rather large hidden moon base. This base is perfectly suited to the atmosphere that your species is able to live comfortably in and has technology to keep it that way. It is also fully stocked with multiple different scientific labs, workshops, engineering stations, and spaceship docks.

Mecha-Monster Lab- 600

The kaiju could be said to be the true rulers of the world, if not for science. Scientific research has taken new and amazing turns with the introduction of these titanic beasts into the world. Perhaps the most interesting of these new pursuits is the study and replication of these creatures. In order to do this incredible task, an equally incredible lab is needed. Upon taking this option you gain access to a state of the art lab that is filled to the brim with the technology needed to study a kaiju and eventually replicate a robotic version of that creature.



Military

The Uniform - 100

The backbone of a good military is a good uniform. You are in possession of a uniform that represents whichever armed forces that you find yourself taking part in. This uniform will maintain a spotless appearance even in the harshest of environments.

The Hybrid Tank - 200

The Hybrid Tank is either a miracle of military engineering or an abomination. This tank has state of the art armor that could easily turn the heavy fire from conventional weaponry. It comes stocked with a prototype 200mm cannon as its main mode of firing. This cannon is extremely powerful and could cause some severe damage to alien alloys if they are kept under sustained fire. This tank also comes with two more 160mm cannons right next to this main cannon. All of these cannons are basically impossible to overheat. On top of this it comes with a missile launcher that comes with 2 missiles. This tank is also easily modifiable.

The Moonlight SY-3 - 400

The Moonlight SY-3 is a prototype spaceship created by humanity. This spaceship came fully stocked as a military exploration vehicle. This means it is stocked to the brim with powerful weapons and armor. Its weapons include some moderately powerful missiles and machine guns, but it's most powerful asset is the Exploration Car. This car comes with a powerful prototype laser that is capable of being hooked into the Moonlight. The laser becomes exponentially more powerful when this is done. The laser is easily capable of destroying even heavily fortified alien positions once attached to the ship.

Experimental Weapons Blueprints - 600

The most effective weapons that humans have ever fielded against monsters since the Oxygen Destroyer. The vaunted MASER style weaponry is a type of power beam weapon system that can cause damage to even powerful monsters — when there are enough of them at least. This option gives you the blueprints to these beautiful weapons. This blueprint in particular is the tank variant MASER, but it gives enough information that it could be easily applied to other things.

Hero

Groupies - 100

The heroic types always seem to gain their followers, even if they are a multi-thousand ton green dinosaur. This “item” provides a handful of people around the world who are fans of yours.

Hidden Home - 200

Everyone needs a place to lay their head every once and awhile. This is doubly true for a hero who goes out and fights truly incredible battles. However, these battles are most likely going to bring enemies, so a place to hide is critical. Upon taking this option you are allotted some place that fits with your physiology to hide. This could be a cave, a place deep in the ocean or some place high in the sky where people can't see you. Anything that fits.

Kaiju Island - 400

At some point the leaders of humanity thought it would be a great idea to gather all of the existing Earthborn monsters on one island. This island is quite large, at the very least large enough for about 10 or so monsters to live on comfortably. If a measurement had to be given it would be no larger than 50 kilometers in size. It has a large amount of different environments within the island. It has a large forest with mountainous regions, as well as a large beach area. In buying this item, you are given a replica of this very island.

Monster Shrine - 600

Sometimes a hero needs a little motivation to get going or maybe they just need someone to tell them that something is wrong; either way, this isn't much of a problem for you anymore. You are now the owner of a Japanese style shrine where all the decorations are based around your form in some way or another. If people pray at this shrine, you are able to hear their pleas within your mind. If you are woken up or summoned in this way, you also feel revitalized and ready to fight at full power.



Villain

Skin Suit - 100

Espionage and disguise are the bread and butter of a truly successful villain, but sometimes you don't really have time to make a disguise. Luckily, you don't have to anymore. This option gives you a perfect disguise based around one of the racial options above. If you choose a monster disguise as a human then you will need an independent way of controlling it as option does not include such a thing.

Flying Saucer - 200

The preferred space travel method for any and all morally ambiguous alien species. This flying saucer is a good bit more powerful than the majority of its Earthly counterparts. It has limited weapon technology, but it has very strong armor plating. It could probably even take a glancing hit from a weak kaiju. It also comes with a teleporter, which is able to move mass from great distances. It's max range, when unaltered, seems to be from the Earth to the Moon.

Mind Control Tech - 400

One of the hallmarks of a true villain is to be able to strip people of their free will. Luckily, this sort of ability is found here in spades. Mind control technology seems to be as plentiful as water in the ocean and now you've got a little bit of it. You have some powerful mind control tech that would surely be able to affect humans and from a comparable distance to the teleporter technology described in ***Flying Saucer***. However, this also comes with some extremely experimental blueprints for a much more powerful device. One that could potentially even control monsters!

Corpse of a Dead World - 600

King Ghidorah. A horrid monster capable of destroying all life on a planet in a very short time frame. He brought this horrid fate onto the world of Venus during the height of the Venusian civilization. The destruction he wrought left Venus as the terrible and lifeless planet that we know today. This option provides you with something much the same. A small planet, about the size of Venus, barren of all life. The entirely desiccated ruins of an all too ancient civilization. This corpse is yours to rule.

Companions
(CP transfer 1:1)

Import - 50+

It seems like no one is ever alone in this place. The reclusive scientist? Has at least one assistant. Hell, even the kaiju get together as friends sometimes! This option makes sure you'll never have to go alone ever again. 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** with a **1:1 transfer ratio**.

Canon - 100

I hope you've made some friends along the way? Well, if you have then you may take this option to carry them forward into future jumps. This option does not include the kaiju.

Canon (Kaiju) - 200

Perhaps the friends you've made are a bit... bigger? Well, here's the option to take those big lugs with you. Try to take good care of them will you? Godzilla and King Ghidorah both cost **300 CP** rather than **200**.

Powers

(Exclusive to Monsters)

Toho Kaiju - Free

Every kaiju has its own distinctive form. They could look mundane, such as Kumonga the Giant Spider, or they could look entirely outlandish, such as Hedorah the Smog Monster. You now have a kaiju body of your own. This body could look like anything you want, but it does have to follow some parameters. The height of the form must be between 20 meters and 100 meters in height. The length of the form must be between 30 meters and 150 meters. If your new form has wings, those wings must be between a wingspan of 120 meters and 150 meters. The parameter with the largest leeway is weight which could be anywhere between 250 metric tons to 48,000 metric tons.

Kaiju's Hide - Free

One of a kaiju's greatest attributes is their immense durability. All kaiju are not created equal in this regard with some being far more tough than others, but they all share a baseline durability. Unluckily for humans and aliens alike, all kaiju are entirely immune to conventional weaponry. It would take a weapon of tremendous power to harm a kaiju through pure brute force, something like a nuclear bomb would certainly harm one.

Natural Mutation - 200

The world is filled with oddities, giant praying mantises, giant octopuses, giant apes, and even giant dinosaurs. It would seem that any animal on the planet Earth is able to grow to immense size! Upon taking this option, you may choose to have the abilities of one animal on Earth. For an extra 100 CP, you will find that your strength has increased. It would now be possible for you to toss truly gigantic boulders and even other kaiju long distances with great ease.

Jumper, the Unbelievable - 200

Through some quirk of biology, you are now capable of flight. Capable of soaring through the air at speeds that easily reach Mach 1.5, the kaiju that possesses such an ability would be a force to be reckoned with for certain. On top of this ability of flight, you are certainly capable of toppling buildings with just the swipe of a tail.

The Bullying Toad Monster - 200

Your body certainly is very odd. You are able to channel electricity through your body to a very fine degree. This is not a very powerful current, but you are able to control it to a high degree. This means channeling it through your strikes would be child's play. More than this, you are also able to produce a weak green venom that does little more than disorient your foes.

The Zone Fighter - 400

Your body is incredibly malleable to the extent of being able to change sizes at will! As if by second nature, you are capable of shrinking your body down to 1.8 meters in height within just a few moments. The same is true for regrowing to your true size. On top of this, you have incredible strength. You are able to lift and throw 40,000 tons if you strain your muscles a bit. You are also capable of flight that reaches a max speed of Mach 3.5. Your durability is nothing to sniff at either. You are capable of taking a severe beating from two moderately powerful kaiju for minutes on end before you start to feel the strain.

Alien Guardian - 400

Someone was running out of ideas when they thought of this one weren't they? You are able to add drills to your arms, making it possible to borrow into the ground at supersonic speeds. The strength that you possess is also not insignificant, being able to lift and throw 30,000 tons. You also now have two different styles of weapon. One weapon is a laser beam that can shoot from any part of your body that you choose. This laser is capable of causing some harm to lesser kaiju. Other than this you are capable of shooting small organic bombs from your mouth. These bombs are slightly more effective than the laser. You also now have the ability to fly at Mach 3 and travel through the ocean at Mach 4.

King Shisa - 400

The power of a guardian beast is not to be underestimated! You have been imbued with great powers due to your nature as a guardian. Your strength is great, capable of throwing well over 30,000 tons and dealing some damage to higher powered kaiju. Your body is also incredibly agile despite its size. The oddest ability that you have been granted is the ability to take in energy through your eyes and then reflect it back upon your enemies.

Primeval Dinosaur - 400

Your body is that of a power creature of the deep. You are a very durable creature, able to withstand the crushing pressure at the deepest points of the ocean, as well as being able to withstand sustained attacks from some moderately powerful kaiju. While your durability is impressive, your greatest asset is your strength. Your strength is such that you could lift 20,000 tons with jaw strength alone. Due to a combination of this immense strength and a strange quirk of physics, you are able to use some part of your body to produce immensely powerful winds. These winds, when using a casual amount of strength, can travel at 320 meters per second.

The Smog Monster - 500

A form made of toxic muck and acidic waste. Your new form is incredibly hard to quantify as it is entirely based around pollution and your absorption of pollution. The major ability that this grants you is the ability to grow into new forms as you absorb pollution. However, each form you reach requires exponentially more pollution to evolve with an even sharper increase after you've evolved four times. The first four evolutions will be locked into these forms: aquatic, landing, flying, perfect. The aquatic form is a superb swimmer, but has no special speed at the activity. During The landing stage, you gain the ability to discharge an acidic sludge that is capable of harming even high powered kaiju if they stay in it for too long. The flying stage allows you to fly at the speed of fighter jets and unlocks the ability for you to spew highly concentrated sulfuric acid from your body. In your perfect form, you lose the ability to fly but you are now capable of firing a powerful laser from your eyes as well as a great boost of strength. On top of these abilities, your body's nature is that of sludge, making physical attacks less effective on you. You are also capable of dividing and recombining, meaning that you can "unevolve" to lower forms as needed.

Pterosaur Monster - 500

You are a creature with the capability to rule the skies. First of all, you have an incredibly potent flight ability. You are effortlessly able to outrun and outmaneuver supersonic jets. The mechanics of this flight are incredibly odd as you can also cause devastating shockwaves capable of leveling city blocks. The strength of these shockwaves depends on the speed of your flight. Your strength is nothing to scoff at either as you are capable of lifting over 20,000 tons without your flight speed being hindered. You are also durable enough to withstand a short fight with some higher powered kaiju, but your best defense is your incredibly quick reaction speed.

Future-Terror Beast - 600

It is almost as if your body was made for the express purpose of going to war. If you so wish, you are able to change your arms to incredibly sharp bladed weaponry. You could also add a functioning buzz-saw to your torso if you wanted. These weapons are capable of harming incredibly strong kaiju such as Godzilla. More than this, you are able to lift and throw 30,000 tons with ease. Your eyes can fire moderately powerful lasers that would certainly harm less powerful kaiju. The oddest ability of your body is perhaps your ability to fly. While you are in an atmosphere, you can fly at Mach 3, but in orbit things are different. You may fly at Mach 400, while in the vacuum of space. Even more oddly, you have the ability to transform yourself into a diamond shape and travel at speeds that are definitely far faster than the speed of light.

The Divine Moth - 700

The power granted to one who would be a divine protector. Your greatest advantage is your ability to reincarnate through your offspring. You, much like a moth or butterfly, have two separate forms: the larval and the adult or the Imago. For the purpose of the option, you will begin in the Imago form. In this form, you have the ability of incredibly fast flight. You can easily outspeed supersonic fighter jets. On top of this, you are capable of producing winds that are conservatively estimated to be around 500 meters per second, which are easily capable of destroying an entire village or a large part of a city. These winds are also strong enough to knock monsters in excess of 20,000 tons off of their feet. You also have a decent amount of strength. You are at the very least able to pick up and drag 20,000 tons. You also have an oddly durable form, which is capable of tanking what should be critical hits from powerful kaiju multiple times before finally going down. Your ultimate ability in your Imago form is a poisonous powder that you can emit from your body, which can paralyze even the most powerful of kaiju; however, this ability does take away your ability to fly until you can recover from using the ability. Every so often, you will be capable of creating an egg. This egg will not hatch until your Imago form dies at which point you will enter the other stage of your life. After your Imago form dies, your soul will be transferred to the egg, which will then hatch within one week. Once this egg hatches you will emerge within your larval form. In this form, you are much smaller than in your Imago form, but you have a similar durability. You are no longer capable of producing the poison powder or producing incredible winds. Your strength is also drastically lowered. However, this form is far from totally defenseless as it is able to produce an incredibly strong silk from its mouth. If you survive for a few weeks after you hatch, then you will be able to cocoon and return to your Imago form. You must remain cocooned for a week before you are able to hatch, unless you are aided by outside forces.

King of the Monsters - 800

The mutated apex of all life on Earth. Your body has been empowered by nuclear radiation leaving you a truly incredible being. Your strength is monstrous, capable of casually tossing 40,000 tons, slamming 30,000 tons to the ground repeatedly after lifting it high above your head, and, if you have a tail, capable of lifting 25,000 tons with that alone. Your durability is unmatched by any other. You would be able to wade through a hail of lasers, missiles, tasers, plasma grenades, and other weaponry that collectively could split a mountain in half, without taking a scratch. On the off chance that you are injured, you have an incredibly potent healing factor. Your hands could be melted to the bone, your eyes burned out, and have cuts reaching down to the bone; these things would be a problem for the few seconds that they were afflicting your body. You can also channel your atomic energy to increase the potency of this healing. Your atomic energy can also be channeled through your body making you capable of firing a beam of concentrated energy from your body. This beam is powerful enough to equal a laser that is capable of leveling a mountain.

King of Terror - 800

The power to be a life-wiping monster. The potential to be a true bane of civilizations. Your strength is prodigious, capable of resisting over 50,000 tons of combined weight trying to drag you down. You are more than able to throw 20,000 tons thousands of meters away from yourself. Your durability is nothing short of terrifying, even the most powerful of kaiju attacks cause little damage to you. The power of flight is also awarded to you. Within the atmosphere of a planet, the speed of this flight is around Mach 3, while outside of the atmosphere the speed of this flight is around Mach 400. You also have the ability to transform into a meteorite and travel faster than light, while in space. Much like Mothra and Rodan, you are also able to produce powerful gusts of wind. However, your most powerful ability is your gravity beams. These beams look like lightning, but they are actually condensed beams of pure gravity. They are immensely powerful, capable of stalemating other powerful kaiju's beam attacks and sending them flying if they are unprepared.

Drawbacks

(Drawback Limit: 1000 CP)

Split Universes - 0

Showa era Godzilla is very much a single continuity, but there are some oddities here and there. Using this option you can choose to go to an offshoot universe, whether this be a direct offshoot, such as the short story *A Space Godzilla*, or a fanmade one, such as one based off of humanized Godzilla art.

Corrupt Autocrats - 100

A business or corporation is normally just concerned with its own profit. Well, that's not so much the case anymore. There are now a more than average amount of actively evil corporations. They'll use every cutthroat trick in the book to get themselves ahead.

Comic Relief - 100

I'm sorry to say that something terrible has happened to you. You've decided to trade common sense for being an absolute goofball. On one hand, you are probably going to get on a lot of people's nerves; on the other hand, you'll still probably be able to make friends.

Horribly Gullible - 100

You aren't quite the type to believe that the sky is falling, but you're not far off. You seem to fall for all, but the most obvious tricks and traps. You aren't stupid just far too trusting of another person's nature. A little advice, if someone says they have your nose at least check your face before anything else.

Tragic Loss - 100

You've suffered a horrible loss at some point in your life and it's affected you deeply. It could be your partner, your family, or some other person important to you. No matter who it was, it has left you a slightly changed person.

Stock Footage - 200

Have we seen that before? I'm almost 100 percent sure that what just happened was the exact same thing he just did before. The world seems to oddly loop on itself for certain actions of yours. This oddly only seems to happen during some sort of fight. I would be careful this no doubt makes you quite predictable.

Weakness - 200

You have some sort of weaponry that you are extremely vulnerable against. This doesn't have to be conventional weaponry. You could be weak to MASER weaponry, artificial electrical weaponry, or even microwave weaponry. If people determine this weakness then expect them to exploit it mercilessly. Or maybe you have a certain weakness toward different types of food? If you have that type of weakness then it acts more as a sedative than a poison.

Funky Brain Waves - 200

Mind control technology is abundant in this world. It seems like every alien race and their mother has some form of it. On top of this, you've somehow got the worst luck. There is something about your brain that is uniquely susceptible to mind control wavelengths.

Power of the Film - 300

It really is the darndest thing, you just can't seem to remember all of your powers. For some reason or another, if you develop a new skill or power and then use it, you just seem to forget that you have it at a later date. You don't lose the knowledge of the skill per se, but you certainly never seem to use anything other than a core set of abilities.

Hallucinations - 300

Maybe it's just the atmosphere of the 70's or maybe someone really did spike your drink, either way you're seeing some weird stuff here. Nothing you see is 100 percent trustworthy because your senses are all off in some way. This could mean seeing people with weird fish heads or just hearing weird sounds sometimes. No matter what it is, these hallucinations are going to hinder you in some way.

Unending Pride - 300

Like the mighty King Ghidorah, you just seem to get ahead of yourself. Your pride truly is your greatest weakness. You're the type to stop and gloat over fallen enemies rather than to finish them off. The type to play around with people that you really shouldn't be playing with. Even if you do succeed, despite your pride, it only inflates it for the next encounter. Some may not see this as an issue, but be warned even Gods fall to hubris.

Destroy All Monsters - 600

Oh... well, that's not good. A cabal of people, both alien and human, have decided that sapient life is a plague onto the universe. They have a horrific plan to eradicate all of their respective species and whatever other intelligent species may be out there in the universe. These people are some of the smartest representatives of their species and as such they have significantly improved their technology. They have terrifyingly effective weaponry and armor. In fact, these weapons could even harm weaker kaiju! They've also improved their mind control technology to the point where they can be way farther than the Moon and maintain control as well as keeping multiple different mind control redundancies so that they will not lose control until every base is destroyed. This cabal has access to an army of mind controlled slaves that will do their bidding and have their bases spread around across the galaxy. It is important to note that destroying these bases may weaken the effect of the mind control in a certain area. Perhaps worst of all, their main goal is to mind control the many different kaiju and use them as weapons against all life. It is your goal to find and stop this evil cabal before all life is destroyed! The only hint that you have to go off of is that Godzilla has been spotted off the coast of the Kyushu Island of Japan and he's been acting very oddly... *If you are able to free the monsters of mind control and complete the drawback then you can take any of them as a companion for free.*

Notes

If you have any questions, ask Goji-anon.

Ok, let's talk about Zone Fighter. Zone Fighter is a Showa Era Tokusatsu show made by Toho. How does this tie in with the Godzilla Showa series? Well. It's technically canon to the series, as it happens between Godzilla vs Megalon and Godzilla vs Mechagodzilla. What does this mean? Well, it means that the power levels of the later Showa series gets massively inflated. Ghidorah is more than just a vague planet destroyer and is now a very obvious planet buster. He also has the raw power to energize a crystal that would completely dim the Sun. So. That means that a lot of other monsters get power increases as well. Godzilla, Mothra, MechaGodzilla, Ghidorah, and Gigan are the main beneficiaries of this late game empowerment, but the other monsters do technically get a bit of a boost as well as they do all dogpile Ghidorah during Destroy All Monsters, which occurs last in the timeline. *Just saying, King Shisa/Caesar and Titatnosaurus also get a considerably larger boost, but neither of them really do any damage to Godzilla or MechaGodzilla on their own power. King Shisa technically does, but that's more by virtue of his reflection power. Oh and Godzilla somehow grows 10 times his own strength by training with Zone Fighter. I don't know what that would look like. I'm not sure I want to know what that would look like.*